

BIG BOX 2

- ★ ALLEYKAT ★ ANARCHY ★ BARBARIAN II ★
- ★ BATTLE VALLEY ★ CAULDRON II ★ DAN DARE ★
- ★ DEFENDERS OF THE EARTH ★ DELTA ★
- ★ DRILLER ★ EAGLES ★ ELIMINATOR ★ FIRELORD ★
- ★ GUARDIAN II ★ GRIBBLY'S DAY OUT ★ HEATSEEKER ★
- ★ HUNTER'S MOON ★ INSECTS IN SPACE ★
- ★ IRIDIS ALPHA ★ LORDS OF MIDNIGHT ★
- ★ MAZE MANIA ★ MEGA APOCALYPSE ★
- ★ OCEAN CONQUEROR ★ ORION ★ QUE-DEX ★
- ★ SANXION ★ SNARE ★ SPLIT PERSONALITIES ★
- ★ THUNDERFORCE ★ TUNNEL VISION ★ ZOIDS ★

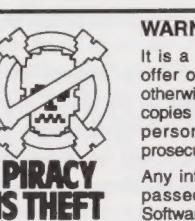
INSTRUCTION MANUAL FOR COMMODORE 64

Copyrights

Megakat copyright © 1994, Gralgold Ltd, copyright 1994, 1991 21st Century Entertainment Ltd
Anarchy copyright © 1994, 1991 21st Century Entertainment Ltd
Markarian II copyright © 1989, Palace Software Ltd
Battle Valley copyright © 1988, 1991, 21st Century Entertainment Ltd
Cauldron II copyright © 1984, Palace Software Ltd
Dan Dare copyright © 1991, Virgin Games Ltd
Defenders of the Earth program © 1990, King Features Entertainment Inc.
Delta copyright © 1994, Thalamus Ltd
Dweller copyright © 1987, New Dimension International Ltd
Eagles copyright © 1987, 1991, 21st Century Entertainment Ltd
Eliminator copyright © 1984, 1991, 21st Century Entertainment Ltd
Firelord copyright © 1987, 1991 21st Century Entertainment Ltd
Guardian II copyright © 1989, Ocean Electronics Ltd
Gribbly's Day Out copyright © 1985, Gralgold Ltd, copyright © 1985, 1991, 21st Century Entertainment Ltd
Heatseeker copyright © 1981, Thalamus Ltd
Hunter's Moon copyright © 1989, Thalamus Ltd
Insects in Space copyright © 1988, 1991, 21st Century Entertainment Ltd
Iridis Alpha copyright © 1984, 1991, 21st Century Entertainment Ltd
Lords of Midnight copyright © 1983, Wadstrom Games Ltd
Maze Mania copyright © 1989, 1991, 21st Century Entertainment Ltd
Mega Apocalypse copyright © 1987, Simon McCall
Ocean Conqueror copyright © 1988, 1991, 21st Century Entertainment Ltd
Orion copyright © 1989, Gralgold Ltd, copyright © 1988, 1991, 21st Century Entertainment Ltd
Que-Dex copyright © 1989, Thalamus Ltd
Sanxion copyright © 1989, Thalamus Ltd
Snare copyright © 1989, Thalamus Ltd
Split Personalities copyright © 1991, Domark Group Ltd
Thunderforce copyright © 1987, 1991, 21st Century Entertainment Ltd
Tunnel Vision copyright © 1987, 1991, 21st Century Entertainment Ltd
Zoids copyright © 1985, Binary Vision Ltd

This compilation copyright © 1991, Beau Joly Ltd

All rights of the producers and of the owners of the works contained in this compilation package are reserved. No part of any program or its associated packaging and documentation may be reproduced in any form. Unauthorised copying, lending, public performance, broadcasting, renting or sale and resell are prohibited. The publisher assumes no responsibility for errors nor liability for damage arising from its use. These programs are sold in accordance with Beau Joly Ltd's terms of trade and conditions of sale, copies of which are available on request.



WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or hire or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to the Federation Against Software Theft, 0628-660377.

Contents

Loading Instructions (all formats)	2
Alleykat	3
Anarchy	5
Barbarian II	5
Battle Valley	7
Cauldron II	8
Dan Dare	9
Defenders of the Earth	10
Delta	11
Driller	12
Eagles	16
Eliminator	18
Firelord	19
Guardian II	20
Gribbly's Day Out	21
Heatseeker	22
Hunter's Moon	24
Insects in Space	25
Iridis Alpha	27
Lords of Midnight	30
Maze Mania	34
Mega Apocalypse	35
Ocean Conqueror	35
Orion	38
Que-Dex	39
Sanxion	40
Snare	42
Split Personalities	44
Thunderforce	45
Tunnel Vision	46
Zoids	47

Loading Instructions

COMMODORE 64/128 CASSETTE

Press the **SHIFT** and **RUN/STOP** keys simultaneously and press **PLAY** on your cassette recorder.

COMMODORE 64 DISK

Please see disk labels.

WARNING

DO NOT LEAVE COMPUTER NEAR ELECTRICAL OR MAGNETIC OBJECTS, E.G. TV, TELEPHONE, POWER PACKS, CALCULATORS ETC., AS THIS CAN CORRUPT THE COMPUTER PROGRAMS.

In the unlikely event that one or more of your disks is faulty, please return the faulty disk(s) **ONLY** to Beau Jolly Ltd, 29A, Bell Street, Reigate, Surrey RH2 7AD. We will gladly send a replacement. Please **DO NOT** return the package to the place of purchase. (This is in addition to and in no way affects your statutory rights).

Helpful Hints for Loading Tapes

1. After loading each game you must stop the tape immediately. If the tape overruns the next loading data, you will not be able to load the following game. Reset the computer to load the next game.
2. Start the tape with the counter at zero and make a note of the counter setting on each game. It will help you to find each title.
3. You can find the beginning of a game by placing the cassette into the tape deck of your music system - press play, then fast forward until the noise stops. The volume must be set quite high. If your music system has lights, these will also stop. You have now found the beginning of the next game. This is particularly useful for taking counter settings.
4. Some games take considerable time to load - leave the cassette if necessary, to run to the end.
5. If a game is still not loading after following the above instructions, for instance, a message appears **NOT FOUND**, stop the tape, reset the computer and try again. It may be that the loading data is slightly further forward.
6. Please ensure that you regularly clean the heads on your tape deck. Dirty heads will interfere with loading data.
7. Check the alignment on the Azimuth (on your tape deck), even if it is fairly new. If the alignment is slightly out, some games will load, but others will not. You can purchase azimuth alignment cassettes from your computer store or some computer shops will rent them.

Our duplicators have made every effort to ensure easy loading. 95% of tapes returned to us are found not to be faulty, but are the result of customer error. To avoid disappointment, please read the above carefully. If you still have problems, I will be happy to help. Please contact me on **07372-22003** before sending your cassettes.

Karen Wilson, Marketing Manager.

INTRODUCTION

It's the Alleykat Racing Season! Can you become the Alleykat Champion? Compete in 8 orbiting Space Stadia scattered around the Galaxy. Choose between demolition derbys, time trials, endurance epics and other rivetting battles. Spin your multi-mode Alleykat Speeder over fearsome landscapes. Career past the cowering Katerkiller. Gyrate round the gripping Gravo-kraft. Can you join the best Speeder pilots in the Alleykat finale?

GAME OPTIONS

During the title sequence, you may select:

- f1 - One player, one joystick, either port
- f2 - Two players, sharing one joystick, either port
- f3 - Two players, two joysticks
- f4 - Increase music volume
- f5 - Decrease music volume
- f6 - Colour mode
- f7 - Monochrome mode

The option display line is shown for a short time. This displays a symbol for each player selected, a symbol for each joystick, a strobe-square (flashing when strobes are on), a music volume bar, and either three circles for colour or a half-filled circle for black and white.

DURING PLAY

Run/Stop - pause game, press fire or Run/Stop to restart. After Run/Stop, press Clr/Home to abandon game.

GAME SEQUENCE

Press fire to open the racing season. You will be presented with a list of races, separated into months. Scroll the list up or down using joystick up/down. You may only select races that you can afford to enter. Your current account is shown at the top of the screen in guineas. You begin with no money, but the first five races are free to enter.

When you have scrolled the required race to the select-race line, press fire to begin. The Alleykat Speeder, supplied by the race organisers is dropped into position and launched. The tortuous landscape, the computer-controlled Gravo-craft and the dreaded Katerkiller stand between you and the finish line.

When the race is over, you are awarded points for Gravo-kraft kills and any bonus points earned for the particular race type. If you complete the race successfully, you receive an extra bonus and the prize money. You may then select your next race. The season will continue until you race in the Alleykat finale or you cannot afford to enter any more races.

THE ALLEYKAT SPEEDER

Your vehicle is supplied by the racing organisation to ensure that all pilots race with identical craft. The Speeder is steered using joystick left/right. Climb by pulling the stick back, dive by pushing it forwards. The craft's speed may be adjusted by holding down the fire button and pushing the stick forward to accelerate or back to slow down. Slowing down beyond minimum speed will cause the craft to loop the loop. This may be done to temporarily increase your height above the other vehicles. The nose-mounted gun may be fired by pressing the fire button.

In addition, the craft has two flight modes, speed and combat. In speed mode the craft is fast and highly manoeuvrable. Hold fire down and move the joystick left or right to change modes. On entering combat mode two extra wing mounted guns unfold and are fired every time the fire button is released. In combat mode the craft is less manoeuvrable and slower. Looping also takes longer as the guns are repacked before the craft can loop.

THE RACES

Every race of the season is different, because at least two races are staged every month and only one race may be selected per month. It is necessary to study the race information carefully to choose the best race. Race information is viewed by moving the joystick left or right on the race selection screen. The following information is available:

- | | |
|----------|---|
| Stadium: | One of the 8 orbiting Space Wheels |
| Fee: | The cost of entering the race in guineas |
| Type: | Special bonus race, see "Special Bonus" |
| Scape: | The type of terrain used |
| Density: | The degree of packing of the landscape. |
| Laps: | The terrain may be fairly clear, or full of obstacles |
| Prize: | The number of laps to complete to win the prize money |
| | The prize money for successful completion |

SPECIAL BONUS

The race type shows the activity that will give bonus points at the end of the race, awarded whether or not the race is complete.
Race types are as follows:

Time trial:	Bonus increased for high speed racing
Speed trial:	Bonus reduced for low speed racing
Demolition:	Bonus increased for landscape destruction
Dodg' em:	Bonus reduced for landscape destruction
Endurance:	Bonus awarded for time spent on track
Survival:	Extra bonus awarded for Gravo-craft kills
Random:	Mystery bonus awarded
Slalom:	Bonus awarded for flying under landscape

RACE COMPLETION

When the race is over, points are awarded for Gravo-craft kills on the following basis:

Orbiter:	500 points
One-track:	300 points
Diamond flyer:	400 points
Barrow-paddler:	200 points
Duo-paddler:	250 points
Four:	100 points
Fin-puller:	100 points
Nuts:	250 points
Katerkiller:	2,500 points

Multiple shots are required to destroy these craft, although they may be damaged by collisions with the landscape. The Katerkiller loses one segment per hit.

The special bonus points are then awarded. If the race was completed successfully, then the Race Completion Bonus is awarded, followed by the prize.

LANDSCAPING

Eight different types of landscape are used to build the tracks around the inner surface of the space-wheels. These range from the fragile "Shatter-rock" to the tough "Hardwall". Their susceptibility to fire is variable so a single shot may well not destroy a segment of the tougher landscapes.

Landscape may be flown over, under or through. If shots pass through the landscape then the Speeder can follow, but beware that the wing guns in combat make the Speeder a lot wider.

SPEEDER ENERGY

The Speeder can absorb a number of shots or collisions with the landscape. On low energy the Speeder flashes. Collisions with Gravo-craft will take an equivalent energy from the Speeder as that of the Gravo-craft involved, and collisions with the Katerkiller are always fatal. Energy may be replenished by flying low over the "E" symbols on the ground. Maximum energy is variable and depends upon performance in the previous race Special Bonus.

BONUS GUINEAS

Some races have special bonus guinea symbols, "G". Fly low over these to pick up extra money.

TWO PLAYER CO-OPERATION

When two players are competing for the Alleykat trophy, they play as a team, with one combined money account. They must select the races together, and pay double the normal fee. Each player then races the track in turn, with each having a chance to win the prize money. If both complete the race, then each wins the prize money.

SCENARIO

Anarchy has broken out on the planet Sentinel 4. Rebels have taken over and the world is in chaos. You have been chosen for a mission; a mission that if successful will bring down the rebels and restore Sentinel 4 to its old peaceful ways. Your mission is to break into the security complex where the rebels' weapons and explosives are stored and destroy the entire supply thus rendering the rebels weaponless, making them harmless and open to defeat.

CONTROLS

Joystick only.

At any time press FIRE to start.

Press FIRE to access the control menu. From here, move the pointer to the required acceleration and player settings. Press FIRE to play. Pause/Restart - SPACE bar.

GAME PLAY

In the complex, drive your A.C.E. MK2 Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard droids as they are deadly to the touch. When all of the containers have been destroyed the building's security system will collapse and the airlocked exit will open allowing you to escape deeper into the complex.

There is a time limit of about 2 minutes to complete the mission in each building otherwise the security system will detect your presence and drain all oxygen from the building killing intruders.

Every 5th building within the complex contains the rebel's nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder, following his exact course until it catches and destroys the intruder.

Good luck on your mission as the whole of Sentinel 4 is depending on you!

PROLOGUE

At the finale of BARBARIAN - THE ULTIMATE WARRIOR, the Barbarian defeated the warriors of Drax and thus freed Princess Mariana from his evil spell.

Drax fled to the dungeons beneath his black castle, vowing to wreak disaster on the Jewelled Kingdom. It is decided that there is only one way to stop Drax. The Barbarian and Mariana - herself an accomplished swordsman - are the only two warriors skilled enough to survive the perilous journey to Drax's lair. They must stop him before it's too late.

CHOICE OF CHARACTER

You may choose to play either the Barbarian or Princess Mariana. At the beginning of the game the two characters will appear. Choose your warrior by moving the joystick left or right and pressing FIRE.

LEVELS

You must fight your way through three levels - the Wastelands, the Caverns, and the Dungeons - before arriving at the fourth level, the inner Sanctum of Drax. These sections must be played in the correct order.

Each of the first three levels is a maze consisting of approximately 28 screens. As you view each screen it is possible to walk left, right, or into doors or caves at the back of the screen.

The direction you are walking, as viewed on a map, is continually changing and therefore a compass (in which a sword always points north) has been provided at the bottom of the screen.

When you reach the exit to the next level Display will pulse as a warning. It is not advisable to leave without first collecting all available magical objects (see below).

MONSTERS

On each of the first three levels you must fight six different types of monster, some of which can be killed with one well placed blow. They are:

The Wastelands Saurian beasts, Neanderthal men, Apes, Mutant Chickens, Stabbers, Floaters.

The Caverns Carnivores, Orc Guards, Crabs, Slithering Things, Cave

Trolls, Stingers.
The Dungeon Pit Things, Dungeon Masters, Giant Grubs, Gobblers, Eyes, Orclets.

If you survive to the Sanctum of Drax you must face The Living idol, a great Demon and finally the dreaded Drax.

MAGICAL OBJECTS

In each of the three levels there are two magical objects that you will need to collect in order to survive throughout the quest.

The AXE increases your strength

The GLOBE guards against death from Drax's magic

The POTION increases your resistance

The KEY opens portcullis doors

The SHIELD guards against instant death from the Demon's fire

The JEWEL disables the Living Idol when the idol is reached.

ENERGY AND LIVES

Your energy is displayed as a bar at the top right of the screen. When it runs out you lose a life.

You start the game with five lives. More lives can be gained throughout the game by collecting and skulls you may find. These contain the life-force of warriors who have preceded you. When you lose all your lives you restart the current level.

The energy of the current monster you are fighting is displayed as a bar at the top left of the screen. When it runs out the monster is destroyed.

SCORING

The more difficult fighting moves will score highly and do more damage.

KEYBOARD MOVES

RUN/STOP = PAUSE

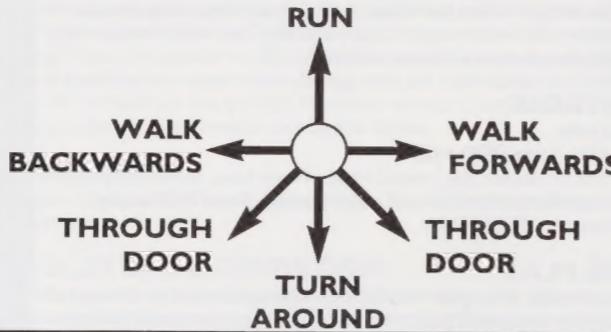
SPACE BAR = THROUGH DOOR

Q = QUIT

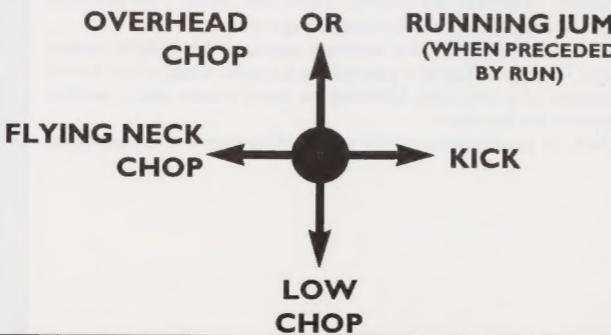
JOYSTICK MOVES

These are your joystick moves when you are facing right (reverse these when facing left)

WITHOUT FIRE BUTTON PRESSED



WITH FIRE BUTTON PRESSED



SCENARIO

The peace summit was successful. An arms treaty has been signed. All medium range missiles have been destroyed...except for two which have been captured by a group of terrorists who plan to destroy the Western World unless their fellow terrorists are released from a penitentiary in the United States.

Your task, as a mercenary employed by the United States government, is to capture the terrorist bases in their desert outposts - Battle Valley - and eliminate the two missiles.

AIM OF THE GAME

The player starts off at his central HQ and his aim is to progress from there to capture all terrorist bases, three located in either direction. Then the two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the countdown reaches zero, otherwise the missiles will be launched and the world destroyed.

In between, the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated by using the helicopter. The remainder must be destroyed using the tank. Note that the terrorist bases and the missile silos themselves can only be destroyed by the tank.

The helicopter has a winch which is used to collect pontoons for mending broken bridges or to collect extra ammunition from rooftops. The tank collects ammunition when it is halted on the grid at an ammo dump.

CONTROLS

On title screen:-

- I = define keys (joystick is auto selected)
2 = toggles music on/off

When on a base:-

Joystick left/right up	Keys O/P Q delete
------------------------------	----------------------------

Action
select tank
select helicopter
transfer to farthest captured base
on far side of HQ.

Using a tank or helicopter:-

Joystick left/right up/down fire	Keys O/P Q/A space
---	-----------------------------

Action
move left/right
move up/down (helicopter)
gun barrel up/down (tank)
fire rockets or shells

Using helicopter winch:-

Halt helicopter then hold down fire button (or space key) and move joystick up/down (or use Q/A) to raise winch up/down.

SCORING

Anti aircraft cannon	1250	Anti aircraft gun	750
Land based missile	300	Defensive cannon	1250

THE PUMPKIN STRIKES BACK

Where once the tiny cottage stood
A Mighty palace dwarfs the wood

And there within the highest tower
The witch queen wields her mighty power

A rule of evil 'cross the land
With ghosts and gargoyles close at hand

Her enemies destroyed this night -
Yet one remains to get things right -

A pumpkin warrior brave and good,
The last survivor from the wood.

Go now swiftly, climb the stair
And cut a lock of witch's hair

Seek out then the cauldron black
And brew a spell to change things back.

Then the hag will know defeat
And thy revenge will be complete.

INTRODUCTION

Dan was appearing on "This is Your Life". All his friends were there to speak glowingly of his achievements, but as he moved forward to speak, the screen went blank and then he slowly saw appear the evil green face of the Mekon. An asteroid was heading for Earth; either the powers that be gave in, and announced him as commander of the Universe or Earth was destroyed.

On landing, they decide to split up into two groups, Professor Peabody and Digby went one way, Dan and Stripey, Digby's pet alien the other. After only a couple of minutes Dan heard a scream, he turned just in time to see a group of Treens carrying off Digby and the Professor. There was no time to lose, they only had an hour, and now he had to rescue his friends as well as stopping the Mekons foul plan.

CONTROLS

Joystick in port 2 only.

Without the fire button pressed the joystick moves Dan in the normal way. With the joystick pressed the functions selected depend on the type of caption on the screen.

No caption

Back/Up - Throw grenade upwards

Backward- Throw grenade horizontally

Back/Down - Throw grenade downwards

Grenades are used to stun Treens and destroy the Mekon's dome. They can only be used above ground or in the Mekon's room.

Red Caption - A Treen is nearby

Up - move guard up

Forward - punch up or down depending on the position of Dan's guard

Down - move guard down

P pauses game.

GAMEPLAY

You take the role of Dan. First you must find your way into the asteroid, there are three entrances, and you will need to find all three in order to rescue your friends and destroy the Mekon. Inside the asteroid there is a maze of ladders and gantries, somewhere in here your friends are held in cells, also down here there is a laser gun. Before you fire this, you need to find and position the reflectors, so that it destroys all three of the computers. This opens up the door of the Mekon's room, he will throw bolts of energy at you, you must dodge these and destroy him with the grenades. When the Mekon is destroyed, the self destruct sequence will initiate, you then must get back to the surface and escape, but do not forget your faithful companions. The game ends only if Dan's energy is sapped, or he runs out of time, or he successfully escapes with his friends.

INTRODUCTION

DEFENDERS OF THE EARTH is based on the very popular T.V. series of the same name. The Defenders, four super heroes from the Golden Age of Comics are:

FLASH GORDON - The Team Leader

MANDRAKE THE MAGICIAN - A master of illusion

LOTHAR - The strongest man in the world

THE PHANTOM - Has the strength of ten tigers

They are aided and abetted by their pet mascot, ZUFFY.

A team - invincible, ready, able and willing to defend the Earth at all times.

The courage and skill of the Defenders is put to the ultimate test by the evil of their arch enemy, MING THE MERCILESS. He knows that only the Defenders stand in the way of his plan to become Master of the World. To stop them he abducts their children, taking them to the dark dungeons of his fortress. He issues a dire warning - "Interfere and your children die".

A daring plan is conceived and put into action. Detection by the highly sophisticated intruder alarm would mean the instant death of the children, so Flash will enter the dark and dangerous fortress alone in the hope that he will be able to pass undetected through the intruder systems. Flash agrees to summon the other Defenders to his aid should he need it. Lothar and The Phantom will use their incredible strength; Mandrake will use his magical occult powers, to confound the forces of evil under Ming's command. Even ZUFFY offers to help in whatever way he can.

Armed with his powerful handgun, Flash transports into Ming's fortress with the future of the World in the balance.

CONTROLS

Use joystick only

P = Pause

Fire = Restart

A = Abort

SPACE = Call help

PLAYING INSTRUCTIONS

Flash starts the game with a number of power shields which will be worn down by contact with enemy fire and direct contact with Ming's forces. The shields are shown in the bottom left of the screen. Flash is invisible to the detector systems while he is on his own, but watch out for the special field generators. Crossing the generators while they are still active will set off the alarm and bring the full might of OCTON against him.

Flash can duck or jump to avoid the attacks by the vicious creatures inhabiting the fortress and he must be careful of the secret weapons concealed in the wall. When Flash needs the special help of the other Defenders, he activates the "CALL HELP" key (Space Bar). He will need them to help open some doors, cross chasms, deactivate the intruder system etc.. The Defender most able to help will be sent by the Dynak-X. If they are hit by the enemy forces a loss of energy level will occur. The Defender will have to leave if his energy level gets too low and will be unusable until his strength is built up again. If no-one is available to help then Flash will have to survive on his own.

Flash can give his weapons extra charge if he can find power packs scattered in the fortress. He can also find and use more powerful guns that will be useful in dealing with some of Ming's special bodyguards such as Mongor the Serpent. He may also come across extra energy and extra shields. Ming's main throne room is the scene of the final battle where the fate of the children and of the World will be finally decided.

INTRODUCTION

Yet again Terra is in a deadly peril as diplomatic relations with the Hsiffan Khanate disintegrate into tatters. The Hsiffies - nasty yellow, buck-toothed, slimy aliens, who cheat at poker, mistreat their mothers and jump red lights - are hell-bent on destroying the Terran Empire. To combat this insidious alien threat, "Damocles" has been reformed. As a member of that elite squadron, your mission is to obliterate as much of the Hsiffan attack fleet as possible.

You are advised to enhance your ship's abilities so as to improve your chances against the Hsiffan threat. Most of the attacking formations yield a credit if they're completely destroyed, and depending on how many credits have been earned, extra weaponry can be bolted onto the ship.

This Armament may be acquired in the "weapon collection screens", which are a group of icons that frequently cross your path between alien attacks. Each icon has its price, and the extras you can afford are highlighted in blue, while items out of your price range are in grey. Just fly over the desired icon and within seconds more death power is at your disposal.

Remember, though, that the weapons are not permanent. After a pre-set time they start to fade away, quite possibly leaving you in a nasty situation.

Attack waves do not always give credits - some may even take them away, so always keep a close eye on the credit counter in the bottom left-hand corner of the scanner.

Once Delta has loaded, press Space Bar for options.

f1 toggles between one player and two player modes

f3 toggles between keyboard and joystick

f5 toggles between soundtrack and sound effects

Joystick in either port (although this allows you to hinder your opponent in two player games!)

To pause, press the run/stop key.

To exit the title screen, press run/stop followed by "T".

KEYBOARD CONTROLS

Up = W Left = A

Down = X Right = D Fire = Return

Below are detailed explanations of available extras. New pilots are advised to acquaint themselves with their respective icons and capabilities (as copied from the CALE INDUSTRIES armament sales catalogue).

EXTRA SPEED: Defending Terra is a speedy business and without extra velocity you may soon be pushing up daisies in a war grave. But be careful not to overdose on speed, because the ship's engines soon overload and will then go slower than before. Only one credit.

MORE BULLETS: The rudimentary fire-power accredited to the basic ship is sufficient for dealing with the namby-pamby front-line attack force, but you really ought to be better equipped when entering later levels. With grade three gunnery hugging the ship's hull, fool be the Hsiffie who messes you around. To you John, two credits.

MULTIPLE FIRE: Those sneaky devils will attack from all sides, so guard your back, port and starboard sides with super multiple-fire - ideal for dealing with the spinning wheel of death that's sure to be encountered once you've acquired some space skill. A snip at a mere three credits.

FISH WEAPON: For four credits, extra pulse-lasers from the amphibian planet Zlot can be yours. Blow away the enemy with impressive ease and take away the strain from alien encounters. Experience surprise as previously invulnerable space monsters boil away into their component molecules.

PROTECTOR: Lacerate any fool Hsiffy trying to encroach on your personal air-space with this ball of razor-sharp, spinning shrapnel and glass. It chops, it mashes, it winds and grinds, and apart from all that, it looks good. Astound your enemies and amaze your friends with the style and elegance that five credits will make yours.

WARPER: This little gadget does things to space-time that would have any self-respecting scientist breaking out onto a rash of puzzled frowns. Once attached to your sturdy space steed, a near total reversal of the time-flow quotient occurs every pico-second. In layman's terms, all time slows down. Even the most enthusiastic Hsiffan would have a job beating a Reliant Robin from 0 to 60 when the warper's in action. This makes them very easy to avoid and easy to shoot, especially considering your ship still moves at normal speed. To you squire, only six credits.

SUPA SHIELD: The champagne of armament, the crème de menthe of the weapons world. Makes Hsiffans look like the lager-shandy of the alien threat league. But excellence costs, and a Supa Shield carries the not immodest price tag of seven credits. Not cheap. Still, if you want to put the wind up the enemy, there's nothing finer than a Supa Shield to do it with.

DELTA...SCREENS AND SCREENS OF DEATH-DEALING DESTRUCTION AND MAYHEM.

YOUR MISSION

Evath has two moons, Mitral and Tricuspid. Mitral has been heavily mined by an outlawed people, the Ketars, who have now fled the moon. A vast amount of gas has built up underneath Mitral's surface, and should Mitral explode, thousands of Evathians will be wiped out of Evath is thrown out of orbit. The resulting a meteor is due to strike entire population! Scientists have calculated a meteor is due to strike Mitral in a matter of hours and this alone will cause this disaster.

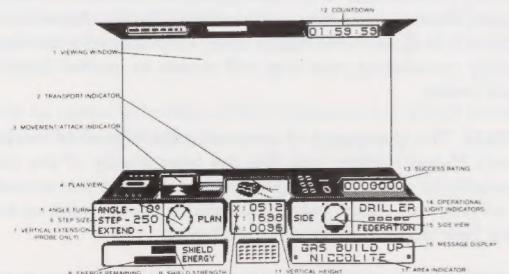
YOUR OVERALL MISSION is to make safe each of the 18 sectors of Mitral by positioning a drilling rig over the gas pockets in each sector before the meteor strikes.

In order to achieve this you will need to:-

1. Gain access to and enter each of the 18 sectors.
2. Determine the gas centre and place the drilling rig on each sector to release at least 50% of the gas below. (use geological clues intuition or trial and error for this.)
3. Locate and absorb sufficient Rubicon crystals for your continuing survival
4. Avoid and/or destroy the laser beacons, and Skanners.

As sub mission: Amass as high a success rating as possible!

You have just landed on one of Mitral's artificial surfaces. You are within your excavation probe. The whole world depends on you... you have been chosen...it's up to you...

CONTROL CONSOLE**CONTROL CONSOLE DETAILS****1. VIEWING WINDOW:**

A dense and durable Transpex screen providing you with a survey of the immediate surroundings.

2. TRANSPORT INDICATOR:

A visual image corresponding to your current mode of transport.

3. MOVEMENT/ATTACK INDICATOR:

Arrow on Display - Movement Mode, Cursor and lasers on display - attack mode.

NB: It is also possible to fire lasers in movement mode, but only to the centre of the viewing window when cursor is on.

4. PLAN VIEW:

Shows the direction of your viewing window from above, i.e. lines facing up - heading North.

5. ANGLE TURN:

Measures the size of any rotational movement (5-90 degrees).

6. STEP SIZE:

Measures the size of one movement in the direction you are

facing (1-250 standard distance units (SDU's)).

7. VERTICAL EXTENSION:

Indicates the extension of the central body of the probe above the outer tracks. The central body may be elevated to a fixed height. Shows "J" if currently in the reconnaissance jet.

8. ENERGY REMAINING:

A bar graph with length proportional to the total energy stored in on-board Rubicon Crystals. Energy is required for various operations: if this ever reaches zero (no graph visible) your craft will be disabled and you will be stranded.

9. SHIELD STRENGTH:

A bar graph with length proportional to the effectiveness of your vehicle's armour. Decreases if damage is inflicted on your craft.

10. X,Y CO-ORDINATES:

Pinpoint your exact position on each platform - can be helpful when determining where to place a rig. A platform can be thought of as a grid or square with each vertical side equal in length to 8128 SDU's.

11. VERTICAL HEIGHT:

The perpendicular distance from the central body of your vehicle to platform level.

12. COUNTDOWN:

Before the meteor strikes Mitral. If the countdown gets to zero, and even one sector remains unsafe...

13. SUCCESS RATING:

Indicates your degree of success so far.

14. OPERATION LIGHT INDICATORS:

This shows when your current command is being processed.

15. SIDE VIEW:

Shows the side view of your viewing window in relation to

your position, i.e. lines facing to the right indicate looking forward. Lines down

indicate looking at the moon's surface.

16. MESSAGE DISPLAY:

Miscellaneous information from your console computer. Defaults to a message indicating the stability of the current sector.

17. AREA INDICATOR:

Provides you with the name of the sector in which

you are currently situated.

CONTROL KEYS**MOVEMENT MODE (also joystick control)**

Move Forward	↑
Move Back	=
Turn Left	Q
Turn Right	W
Fire (if cursor on)	SHIFT

ATTACK MODE (also joystick control)

Cursor Up	↑
Cursor Down	=
Cursor Left	Q
Cursor Right	W
Fire Lasers	SHIFT

The SPACEBAR toggles between Movement and Attack modes.

OTHER CONTROLS

Look Up	P
Look Down	L
Tilt Left	<
Tilt Right	>
Increase Angle	A
Decrease Angle	Z
Increase Step Size	S
Decrease Step Size	X
Rise Vertically	R
Fall Vertically	F
Information Screen	I

Load, Save and Terminate options are available here.

U-Turn	U
Drill	D

Teleport Rig from Evath and drill at this position

Cancel Drilling

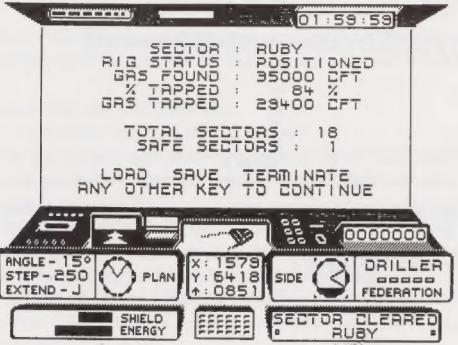
Teleport Rig back to Evath

Cursor On/Off

Movement Mode only.

INFORMATION SCREEN

When the information screen is accessed, the viewing window is temporarily replaced with the information below.

**AREA:**

Each sector is named to aid mapping and orientation. This displays the name of the present sector.

RIG STATUS:

This advises whether a rig is positioned or not. As only eighteen rigs are available, you may only place one rig per sector.

GAS FOUND:

The amount of gas found beneath the current sector, shown in cubic feet after the drilling rig is in position. The units are one of the few archaic remnants of half-forgotten Earth usage that still exist in modern Evathian culture.

PERCENTAGE TAPPED:

The percentage of total gas you have been able to tap. The nearer the exact gas centre, the greater amount of gas released. 50% or more is needed to render a sector safe.

GAS TAPPED:

The total amount of gas that the rig has accessed, i.e. gas found x %age tapped = gas tapped.

TOTAL SECTORS:

Displays "18" - the total number of sectors to clear.

SAFE SECTORS:

The number of sectors that have been successfully drilled to tap over half their total gas volume.

LOAD/SAVE:

Retrieve/store your game position from/to tape or disk.

ABORT MISSION:

When the odds are too great or time is too short. Emergency only - don't do it!

DRILLING

To tap the pocket of gas beneath each platform, you must place a drilling rig over it.

By pressing the appropriate key on your console, a signal is emitted, which informs those on Evath of your co-ordinates. The signal is conveyed by satellite so that the response is almost instantaneous - a drilling rig is teleported to you and materialises in front of your excavation probe within your viewing screen. Exact positioning of the rig is difficult, but can be mastered after experience. Drilling rigs are costly in terms of materials and workmanship - if you make an error in positioning, the rig must be teleported back to Evath in order that it may be used again. Waste is not allowed. The teleporting process of drilling rigs uses energy from both the sending and receiving devices. The closer you get to the centre of each underground gas accumulation, the more gas will be tapped. If the amount of gas tapped is 50% or more of the total contained in that pocket, then drilling has been successful and that sector is now declared safe. You will have to leave the rig in position, as although the gas tapped is displayed and

your rating increased, it is actually slowly released over a period of time. If required and you have sufficient energy, you can reposition the rig for a greater percentage and a higher rating.

EXCAVATION PROBE**ARMOUR:**

Durable heavy-duty plutonium/lead alloy plating.

ENERGY:

Powerful energy reserves stored in Rubicon Crystals.

MOVEMENT:

You can travel forwards, backwards, turn left or right as well as being able to make 180 degree u-turns. The speed of the probe can be changed by altering the step size of forward/backward movement or the angle of turn. The main body of the probe may be tilted to either side and can rotate fully within the outer tracks to enable you to look any direction. In addition, the main body can be elevated or lowered although your vehicle is not able to leave the surface entirely. Beware! Do not travel off the platform edges without being sure there is another platform to move on to.

WEAPONRY:

The probe is fitted with a quadruple dual action laser system.

DRILLING:

The probe contains the means to transmit teleporting signals to Earth necessary to position drilling rigs - this is the most essential part of your mission.

DOCKING

At least one jet has been left on Mitral by the Ketars and should you locate one, you can transfer into it by simply docking your excavation probe into the underside of the vehicle. If docking is successful, you will now be in control of the jet and your probe will be left. To reverse this procedure, land the jet directly over the probe.

RECONNAISSANCE JET**ARMOUR:**

No specialised armoured cover - vulnerable to attack, will not withstand repeated damage.

ENERGY:

High energy reserves stored in Rubicon Crystals.

WEAPONRY:

High intensity High - frequency quadruple dual action lasers.

MOVEMENT:

You will find that the control consoles for both the probe and jet are very similar. The controls and their functions are similar, with a couple of exceptions. Firstly, the jet is not restricted in vertical movement, so whereas the probe could merely face (or look) up or downwards the jet can also travel in these directions. Secondly, Reconnaissance Jets are part of Katar technology and do not have the necessary transmitter requires for rig positioning for stability, so stay over the structure!

LASER BEACONS

The Katar defence system includes various laser beacons that are positioned throughout the platforms of Mitral. It is also believed that beacons are positioned on the actual moon itself.

If you are detected within the range of a laser beacon, you will be attacked! Laser beacons fire highly damaging, high intensity lasers - and they do not miss! If under attack, your options include:

- 1) Backing off out of range
- 2) Making a run for it to get behind the beacon
- 3) Shooting the beacon (unpredictable results)

SKANNERS

Little is known about these except that they orbit mitral and are likely to be armed.

SCENARIO

The year is 2846 and the Three Hundred Year War still rages. Having learnt their lesson over eight hundred years ago, the peoples of the world have universally outlawed nuclear weapons. Wars are now fought by genetically created beings who single-mindedly destroy anything that moves.

The heroes now, as in yesteryear, are the skilled pilots who man the deadly Eagle Fighters flying them against the alien hordes and engaging in dogfights with enemy pilots

"Scramble, Scramble, Scramble!"

Sirens wail as you sprint to the hangar tugging your flysuit closed as you run. Your fellow flyers close in from all directions. Wing control crackles commands over your helmet comm-system.

"Enemy aliens detected in all zones ... Close and destroy ... Close and destroy ... Capture and retrieve Message Droids ... Deliver Droids to Base ... Scanners report Zeta Fighters ... Engage and destroy ... Engage and Destroy ... ends"

You leap to the cockpit of the most advanced fighter the Earth has ever known. The Eagle's G-Turbo Engine throbs and blasts into life. The Xeno Photon Cannons whine as they charge their death-dealing lasers. The Eagle lurches and blasts into the skies with your partner screeching milliseconds behind you.

Struggle to rid the Earth of the alien menace. Battle against all-comers or fight on alone against countless odds. Your weapons are courage, skill and your Eagle Fighter. Many try, few succeed. This is your destiny.

LET EAGLES BRING OUT THE FLYING ACE IN YOU!**GAME CONTROLS**

If playing a one player game plug a joystick into port 2. If playing a two player game, Player One should plug a joystick into port 2 and Player Two should plug a joystick into port 1.

Game options are selected by moving the Eagle fighter up and down using the joystick and pressing the fire button to select the required option.

ONE PLAYER GAME

Port 2 joystick controls gameplay and game options. Port 1 joystick inactive.

TWO PLAYER GAME

Team game - Player one controls gameplay, game options and combats the Zeta Fighter in the bonus round at the end of each level.

Player Two controls gameplay only.

Both players take part in the dogfight at the end of each level.

When one player loses all his lives the other player meets the Zeta Fighter in a bonus round.

PLAYING EAGLES**ONE PLAYER GAME**

Your mission is to destroy all the alien hordes with your fast-firing Photon Cannon. Watch your progress in the top screen. The bottom screen shows a computer controlled rival ace. Beat him to the kill.

You must also collect the enemy's Message Droids, and deliver them to your underground base by dropping them down the pipe located on the planet landscape. When you have collected a Droid, your ship will glow. Fly as low as you can over the pipe to deposit the Droid. You may only carry one Droid at a time.

As your skill improves and you clear more levels a new weapon becomes available to you - a Devastator Device. When activated, the Devastator destroys all aliens in the immediate vicinity. More than one Devastator Device may be carried and used devices may be carried to further levels. This device has no effect on the Zeta Fighter.

To obtain a Devastator Device, you must collect and deposit five Message Droids down the pipe. A Devastator will appear above the base for you to fly low and collect. To activate the Devastator press the Shift key on the left side of the keyboard. Press the Space Bar to see how many Devastator Devices you have.

When the area is cleared of aliens, you must battle the Zeta Fighter. If you defeat the Zeta you will gain a large reward and a bonus for the units of energy remaining to you. If you loose, the only reward is death. You must attempt to clear as many zones as possible.

TWO PLAYER GAMES

After selecting the two player option, choose either a team game or a head to-head game.

Team Game

Fight the alien hordes as a team and share both kill points and lives lost. Both players collect and deposit message Droids. Both players have six lives. When one player loses a life, the other player also loses a life. When all the aliens have been destroyed, Player One combats the Zeta Fighter.

In later levels when five Droids have been deposited either Fighter may collect a Devastatory Device. To activate the Devastator, Player One presses the Shift key on the left side of the keyboard and Player Two presses the Shift key on the right side of the keyboard. Press the Space bar to see how many Devastator Devices each player has.

Head to Head

Fight for the right to be the master ace of the squadron. Beat the other player to the kill, collect the Message Droids and when there are no more Droids in your zone, fight the other Eagle to the death for the honour of the squadron. When one player has no more lives, the other goes forth victorious to battle the aliens and the enemy alone.

In later levels each Fighter must deposit five Droids each to obtain a Devastator Device. To activate the Devastator, Player One presses the Shift key on the left side of the keyboard and Player Two presses the Shift key on the right side of the keyboard. Press the Spare Bar to see how many Devastator Devices each player has remaining.

SCORING

Aliens appear in several different forms. When you hit them they are usually destroyed immediately but sometimes they may mutate into a Bouncer or a Tracer. Message Droids are unaffected by your Cannon. They must be collected and returned to base. In later levels a Fireball appears. This cannot be harmed by a Devastator Device and requires many hits from your Photon Cannon to destroy it.

TERMINATOR	50 POINTS
KILLER SQUAD	100 POINTS
NASTY PATROL	150 POINTS
WARRIOR	200 POINTS
BOUNCER	200 POINTS
TRACER	250 POINTS
MESSAGE DROID DEPOSITED	250 POINTS
FIREBALL	500 POINTS

BONUS ROUND

Destruction of your opponents: 2000 points plus 10 points for each unit of energy remaining.

TECHNICAL DATA

Two player fast action shoot-em-up
Over 40 frames of animation
Highly detailed landscapes
Hardware & software sprites
Realistic inertia

SCENARIO

From underground there came a machine encircled by death, that kills but cannot be killed ... The Eliminator.
A war machine whose solitary quest is to eradicate all forms of life - travelling from planet to planet obliterating all in its path.
Eliminator - the ultimate in fire-power.

GAME PLAY

Eliminator is a progressive shoot em up set on a long winding track. The objective of the game is to drive your vehicle through each stage, shooting everything in sight and negotiating destroying obstacles.

DISPLAY LAYOUT

Down the left hand side of the screens are 6 icons which represent your current weapons. From bottom to top these are

- | | |
|-----------------------|--------------------------------|
| 1. SINGLE FIRE CANNON | your starting weapon |
| 2. DUAL FIRE CANNON | |
| 3. SIDE FIRE CANNON | |
| 4. BOUNCING BOMBS | |
| 5. DOUBLE FIRE CANNON | using up ammo quickly |
| 6. TRIPLE FIRE CANNON | uses up ammo even more quickly |

Only one weapon may be active at a time

Down the right hand side of the following:-

- | | |
|------------|--|
| 1. AMMO | Limited supply of ammunition |
| 2. SHIELDS | You lose shield energy every time you are hit, lose it and are dead. |
| 3. LIVES | You start with 3 lives and gain an extra life every 100000 points. |

The objects and creations you meet along the track come in various forms:-

- | | |
|-----------|---|
| 1. ALIENS | These bounce around, hover or home in on you. They can usually be destroyed with a single shot. |
| 2. WALLS | Stationary objects which cannot be destroyed. |

3. TARGETS
4. RAMPS
5. WEAPON BONUSES
6. AMMO BONUSES

Flashing beacons which must be shot in order to pass by.
Sloping ramps which either lift you into the air for a few seconds or may even flip you up to the ceiling.
Collect these revolving pyramids for an extra weapon.
Collect these revolving cubes for extra ammunition.

You begin the game with 3 lives. If you make contact with an alien or obstacle, or lose all your shields then you lose a life and restart the game with the loss of the last weapon you collected.

CONTROLS

Joystick or keyboard controls:

KEYBOARD	JOYSTICK	ACTION
O	left	Move left
P	right	Move right
Q	up	Move up through weapon systems
A	down	Move down through weapon systems
Space	fire	Fire Weapon
H		Pause Game
A		Abort game (when in pause mode)
Space		Restart (when in pause mode)

PASSWORD SYSTEM

Every few levels you will be given a password which you can type in on the HELP screen. This allows you to skip the early levels once you have become proficient at them.

SCENARIO

The path wove deeper through the forest beckoning Sir Galaheart further into the flickering shadows. A voice spoke out in the dimming gloom.

"My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon's safekeeping".

Galaheart trembled with fear as he recalled how the Evil Queen had seized the Firestone and used its power to curse the land with fire and ghostly apparitions who drifted the streets in ghastly imitation of the once happy inhabitants. At one time the people had roamed freely but now they cowered in their homes. Her price for the release of the Stone was for some brave warrior to win for her the four charms of eternal youth. The brave knight sank to his knees over-powered by fear and foreboding.

"Fear not," said the voice, "for the answer lies within the kingdom. Use the enchanted crystals and fail not".

Sir Galaheart was alone. A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.

CHARACTERS IN TOROT

As well as the ghost which Sir Galaheart must dispel there are a host of characters for him to meet and trade with. The Peasants know the villages and forests well although they are often slow witted. Travel may be arranged by paying the Gate keeper at the Toll House or by buying a Timescape spell from a Herbalist or some other magic character. The tithe Ward Keepers will keep objects safe and sound.

The Witches and Wizards have spells available and the Dragon's teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

The Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect. Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her.

CONTROLLING SIR GALAHEART

Direct Sir Galaheart using the joystick and press the fire button to fire weapons or to select icons etc. To pause the game press the F7 key. To restart press F7 again or use any joystick action. To abort the game press the F1 key.

GAME DESCRIPTION

You are the GUARDIAN in your highly advanced Mk.II fighter. You must defend the Earthlings from the Raiders and destroy all the aliens in each wave. Raiders will land on the planet surface, pick up earthlings and attempt to lift them out of the planet's atmosphere. If a Raider reaches the top of the screen, the Earthling is devoured by the Raider and becomes a Mutant. If all the Earthlings are destroyed then the planet is lost and the fight continues in space against Mutants alone. Raiders can be shot when rising and the falling Earthling "caught" and returned to the surface.

ALIENS

RAIDER - Skims planet surface, snatches earthlings and lifts them to the sky where a mutation will occur.

HIVE - A floating capsule containing deadly SWARMERS. When hit, the swimmers will be released.

DYNAMO - A floating alien mothercraft releasing MO's which will fly on a suicide mission.

TECHNOFIGHTER - An advanced alien which flies in a squadron formation.

FIREBOMBER - An elusive alien which releases fireballs.

LURE - This killer alien only appears if you are slow in completing an attack wave. Watch for the female (LURESS) which is undoubtedly the deadliest alien of all.

FEATURES

LONG RANGE SCANNER - Radar system providing complete picture of planet surface.

SMART BOMB - Destroys everything 'alien' on the screen.

ENERGY CLOAK - Your fighter becomes invisible and destroys every alien you touch for a limited period of one energy unit.

HIVE CONVERGENCE INDICATOR - If hives are present in the attack wave this indicator will inform you when the hives converge. This enables all the hives to be present on the screen simultaneously and hence destroyed with one smart bomb. This also guarantees no SWARMERS.

HYPERGATE This special hole in the space time continuum has very special properties. If entered when you are carrying 5 Earthlings then the attack wave is prematurely and spectacularly completed with a BONUS 10.000. If entered when an Earthling is under attack, your fighter will be hyperspaced to a conve-

nient location where the Raider can be lasered and the Earthling saved. Otherwise if entered a random hyperspace occurs.
EVERY 10.000 POINTS - Bonus fighter, smart bomb and cloak energy unit.
EVERY 5 ATTACK WAVES - New planet with 8 Earthlings
WATCH OUT FOR 'SPECIALS' EVERY FIFTH WAVE
TECHNOVIAN DOGFIGHT: Just you and hundreds of TECHNOFIGHTERS.
FIREBALL CHALLENGE: One fighter v 12 firebombers
BONUS 500 - For catching falling Earthling
BONUS 500 - for returning Earthling to planet surface

TIPS

Each alien has its own character. Watch and discover their weak spots. Advanced players should use the hypergate to complete early attack waves quickly. Use the CLOAKING SHIELD. THE AUTHOR RECOMMENDS THE USE OF KEYBOARD CONTROL. Guardian I became a cult game, especially with those people who used the keyboard to fly the fighter. It is more difficult to use the joystick due to the fractional vertical movement required in later waves.

KEYS

Up	S
Down	X
Thrust	SHIFT
Reverse	SPACE
Fire	RETURN
Smart Bomb	LEFT CURSOR
Energy Cloak	INS/DEL
Hyperspace	H

SCENARIO

Welcome to the planet Blagbor, home of Gribbly Grobbly, one of a race of creatures who have developed their brains to such an extent that they can move by thought power alone. In this exotic world the younger Blagborians, known as Gribblets, lead a carefree life and can be found playing behind the rocks, over the lakes and on the mystical floating islands.

The hills around are infested with more primitive creatures who are out to carry off the Gribblets, and Seon, an insane and wayward Blagborian, is lurking in the psi web in the sky. Can you herd the Gribblets to the safety of the cave in time?

CONTROLS

Use a joystick in Port 2 and move it left or right to pass through the introductory screens, or press Fire to play. The second introductory screen gives instructions on setting the real time clock.

ACTION**On the ground:**

Joystick left/right
Joystick up
Fire

In the air:

Joystick left/right/up/down
Fire

RESULT

Bounce left/right
Levitate
Pick up/drop Gribblet/Blow bubbles

Levitate left/right/up/down
Blow bubbles/switch web controls

GETTING STARTED

Gribbly materialises beneath the cave where you must hide the Gribblets. Let him float to the ground and then bounce left to find the first Gribblet. You may also encounter a pulsating psi-grub to boost your psi energy. Settle on the Gribblet and press the Fire button. Bounce back to the cave, levitate to a ledge and deposit the Gribblet by pressing the Fire button. The music will play if you have found a safe ledge.

When you encounter an alien life form, bubble it by pressing the fire button. You will gain extra points for each one destroyed. Remember that if you allow the life forms to develop and mutate, they will carry away your Gribblets. You

can collect at most eight Gribblets from each screen. Sometimes, some Gribblets will be carried off irretrievably. When you have saved the last but one Gribblet the psi web will power down and you must seek and collect the final youngster before Seon gets to you.

New screens are selected partly in relation to your previous performance.

CONTROLLING THE WEB

When levitating, it is possible for Gribbly to alter the status of any part of the psi web, providing a control web is available. The web is arranged in triangles and within most triangles is a cluster of three cross-shaped controls. A web section can be activated or de-activated by hovering Gribbly over the requisite control and pressing the fire button.

Do not try to bubble when levitating near controls, as you may put a web up in front of Gribbly.

HIGH SCORES

To enter your name in the Best Score window, scroll the alphabet using your joystick up or down and press the Fire button to select the required letter.

EQUIPMENT ADJUSTMENTS

F1/F2 = Set/Start Clock

F5/F6 = Increase/Decrease Music Volume

F7/F8 = Colour/Black & White Video

After F1:

F3/F4 = Increase/Decrease Hours

F5/F6 = Increase/Decrease Minutes

A DOOMED WORLD

The ancient land of Tanris. Legend has it that the Triphylos of Nem, three mysterious and magical plants, their petals forever open, hold in their lifeblood the entire race memory and psychic heritage of the people of tanris. Should their lifeblood ever corrupt, doom would follow. All the people would surrender to plague and death.

The legends have lost their meaning, civilisation is heavily industrialised and spews its filth in a blanket of pollution over the land. Even the pure cleansing power of rain has been perverted into acid poison.

And at the very heart of Tanris the Triphylos of Nem and its lifeblood are threatened by the downpour of death - their blooms have closed, and the beneficent influence on Tanris shut off, Tanris is doomed ...

And yet in this soulless modern world there is hope: The Gnostics, a wise and secretive race, forgotten by all but a few, seeing their lands in peril have constructed the Leg. Where man cannot go safely a machine may trespass unharmed: the Leg is an acid resistant heat probe designed to enter the most polluted of areas and absorb the heat of the Zeal smog flames.

Remote-controlled by one of the Gnostics the Leg must explore the heartlands of Tanris twice - once by day then by night.. Then on Midsummer's Eve, the robot must approach the Triphylos of Nem and send out its probe to relinquish its stored heat to their lifeblood to revitalise the plants and give them strength to open their petals and resume their beneficent influence - thus restoring vitality to the land and common sense to the people of Tanris!

The Gnostics know. A vast amount of Zeal flame heat must be stored to stand any chance of saving all three plants.

But then in a world of acid rain the only hope salvation lies with the Heatseeker!

CONTROLS

Leg mode:

Joystick (port 2)

Joystick down - enter skate mode

Joystick up - exit skate mode or start tucked jump.

Fire - kick ball probe

Fire plus joystick up - release ball probe.

Heatseek (free ball probe) mode:

Joystick plus fire - kill bounce.

Keys:

Any function key - Teleport to next level (auxiliary power, Pass score and - level 3 - Nem plants permitting)

Spacebar - Detonate smart bomb (auxiliary power permitting)

Night:

Return - Start infra-red mode (auxiliary power permitting)

Spacebar - Fire flashgun (auxiliary power permitting)

General:

Left Shift + Run/Stop - Escape from game

CTRL Key - Unfreeze game

INSTRUCTIONS

Your overall aim is to unfurl the petals of the three plants of Nem, once by day and once by night. To do this, your aim is to drain as much heat as possible from the eight **Zeal Flames** on each level. Do this by releasing the ball into the flame, and waiting for it to heat up. Return the ball to the **Leg**, avoiding heat-sapping creatures and cold acid rain and water drops, before the ball probe energy runs out.

If the ball probe loses too much energy it automatically returns to the Leg - draining the Leg of some of its energy.

Get the ball probe back to the Leg and its stored heat will be drained and retained in the Leg for later use (and your energy will recharge). Kick creatures away to gain points and to protect yourself.

To progress to the next level - having drained as many Zeal Flames as possible - a minimum **Pass Score** of **9999** must be reached.

To progress from the day to the night levels, the petals of all three plants of Nem must have been unfurled (on level 3). Do this by releasing the ball probe to the plants, where its stored heat automatically causes the bloom to unfurl.

FEATURES AND CREATURES

Snails, Tortoises, Caterpillars - Trouble

Ants, Hoverflies, Spiders - Big trouble!

Frogs - These will generally avoid you, but may be hunted for energy and points (especially at night with infra-red)

Rain - All rain may be sheltered from under leaves and plants

Blue Rain - Will cool the hot heat probe, but only cause light energy drain

Yellow, Acid, Rain - Less cold, but far more dangerous to Leg and ball probe

Single Water Drops - Very Cold. Don't let one touch the heat probe when hot

Chalk - Tread in a pile of chalk to coat the ball probe with protective antacid. This will protect from rain until washed or burned off

Smart Bombs - These can be kicked away for instant effect, or picked up and activated later (Space Bar)

Venus Ball Traps - Keep clear of these! Don't say you weren't warned ...

At night:

Infra-Red - This mode ties up auxiliary power for a while reduces visibility, but makes you invisible to creatures.

Flash Gun - Use this to judge long blind jumps and bounces, or to find your lost Leg!

After the game is over, you have the option to practice the level on which Heatseeker was defeated - in day or night mode. Press Escape to leave practice mode.

CONTROLS

During title sequence:

Joystick left - 1 Player game

Joystick right - 2 Players (1 or 2 joysticks)

Joystick up/down - Up/Down volume of title music

Fire button - Start game

During game:

Run/Stop - Enter pause mode

From pause mode:

Q - Quit game

Fire - resume game

Any stick - access main menu

INSTRUCTIONS

Hunter's Moon is divided into 16 star systems, each with a number of levels. To finish each level, collect all Starcells (visible on radar). Energy from them gives temporary immunity from Spores launched by defending Cells. Single White Worker Cells will repair the cities but cannot be destroyed. When all levels within the current star map have been visited you automatically enter the Bonus Game. Here you will gain a Perma-shield, and will be awarded an extra craft if you can destroy all eight workers. Perma-shields are selected from the main menu and shield you from Spores for the duration of that level.

When you enter a level, one Starcell will be flashing (on radar only). If you collect this one before the Status Symbol counts down to zero you will gain one co-ordinate for Loopspace. When you have either completed the system or gained all four co-ordinates you will enter the Bonus Game. This allows experienced players to skip levels.

INFOBARS

1. LOOPSPACE CO-ORDINATES: Change in Off Duty mode using joystick
2. STATUS SYMBOL:
P - During Pause Mode
R C T - Engine type
8-0 - Countdown for flashing Starcell
8-0 - Workers remaining during Bonus Game
3. LEVEL INDICATOR: shows current level number
4. RADAR: shows location of Starcells
5. SHIELDS: number of Perma-shields remaining
6. CRAFT: number of extra craft remaining - bonus craft every 10,000 points.

GAME FEATURES

- 16 star systems containing 128 levels across 1024 screens
- 8 randomly selected Bonus Games
- Off Duty Mode - relax with the Loopspace Trainer
- Wormcells - Nomadic Cell Tribes roaming freely in space.
- Puzzles - Starcells hidden in cities of Twisted Metal
- Darkcells - no sunlight/Starcells only visible on radar
- Switchers - Beware changes of direct by Workers
- Stargates - Moving gates and special powers

SCENARIO

Once upon a time, deep in the heart of Germany, there lived a big breasted angelic woman called Helen Bak.

Thousands of years later, long after she had passed away, Earth was invaded by a strange race of insects, intent on populating the planet. They had reached every corner of the world, but for this remote valley in the middle of Rhineland, see.

What had happened, right, was that the insects' deadly poison did not affect small babies in this area due to their diet of local grape juice, so they still survived. Saint Helen, arch-leader of the motherhood, heard the distant impoverished cries of the poor babies from space and has travelled to Earth, in a last, desperate bid to 'save mankind'.

Equipped with her laser eyes, and your skill and judgement, you are to help St Helen in her task to rid the planet of this awful insect menace.

CONTROLS

Control is by joystick in port 2.

Title Screen:

- | | |
|------|------------------------------------|
| + | adjust filter setting upwards(*) |
| - | adjust filter setting downwards(*) |
| FIRE | starts the game |

In Game:**Keys**

RUN/STOP

SPACE

+

-

Joystick

UP

DOWN

RIGHT

LEFT

FIRE

- | |
|--|
| pause the game |
| smart bomb |
| adjust filter setting upwards (*) |
| adjust filter setting downwards (*) |
| toggle volume of background atmosphere effects |

ascend

descend

fly right

fly left

laser-eyes/dust control

FIRE in short bursts activates Helen's laser-eyes.

FIRE button held down generates space-time continuum dust circle.

Enter dust circle with FIRE depressed to warp to the nearest baby in distress.

Enter dust circle without FIRE depressed to access Extra Bonus Feature Capability.

When paused:

STOP

Q

(*)

- | |
|--------------------|
| continue playing |
| quit game |
| The filter setting |

This is a variable adjustment of the music and sound effects played by your computer's S.I.D chip - different C64s need different settings for best clarity. Of you can use this control to customise the sound to your liking.

GAMEPLAY

Saint Helen has to stop the Bees from grabbing the babies, taking them to great height and dropping them to the ground and making a nasty mess on the floor. If she shoots a bee while it is carrying a baby, the baby will fall to its death unless it is caught by Helen and returned safely to the ground. She has to return 'top' babies to the top landscape surface and 'bottom' babies to the bottom landscape. If she leaves the bees to carry the babies for too long they will drop the babies to their death and also give birth to a fly in their excitement which will cause Helen extra hassle.

St Helen has two weapons. One is her superb 'laser vision' to combat the evil forces of the universe (use this by pressing FIRE for a short time). The second gift bestowed upon her by the gods on high is the ability to conjure up a magical circle of space-time continuum dust (do this by holding down the FIRE button longer than usual). This will enable Helen to travel through space by continuing to hold down the FIRE button as she enters the dust circle.

St Helen can be carrying more than one baby at a time, and if she has enough babies at one time she can temporarily 'save' them by entering a dust circle without holding the FIRE button down, thereby keeping them out of the clutches of the evil insects (at least until another wave descends that is). At this time she is also gifted with Extra Bonus Feature Capability, dependent upon the number and combination of top and bottom babies she holds:-

	0	1	2	3	4	5
0	-	points	extra baby	bottom power	no bullets	-
1	points	extra baby	bottom power	shield	-	skip three levels
2	extra baby	top power	bomb	-	skip three levels	skip four levels
3	top	shield	-	skip three levels	skip four levels	skip five levels
4	no bullets	-	skip three levels	skip four levels	skip five levels	skip six levels
5	-	skip three levels	skip four levels	skip five levels	skip six levels	skip seven levels

SCORE PANEL

The score panel shows the following information:-

- a. Score (top left corner)
- b. Lives left (bottom left corner)
- c. Anti bullets on indicator (to the right of lives left)
- d. Shields on indicator (to right of Anti bullet)
- e. No shields left (to the right of shields on)
- f. Radar display (main display)
- g. Number of top babies carried (to the upper right of radar display)
- h. Number of bottom babies carried (to the lower right of radar display)
- i. Current extra bonus feature capability, if trade in selected (top right corner).
- j. Number of living babies left (bottom right corner).

THE STORY BEHIND THE GAME

The story of Iridis Alpha begins with what was found on the planet of Zzyax-Prime after the activation of the legendary Iridis Base. Artefacts and documents relating to the long-departed race of Iridians were found at the base. Upon decoding, these documents revealed the location of the Iridian's homeworld, Iridis Alpha. Apparently, the Iridians evolved into transcendental forms devoid of the need for physical bodies, or, for the matter, planets to live on. So the Iridians prepared to leave their homeworld and depart for galaxies unknown in search of peace, enlightenment and a canned soft drink that tasted even better than Coke. (A futile quest, carried out with almost religious fervour by the Iridians: it has been widely accepted throughout the Galaxy that nothing could ever taste better than a good can of Coke. The Iridian quest transformed itself into a important ritual. They didn't really expect to succeed. Incidentally, the only known instance of a culture possessing a soft drink actually better than Coke is an Old Terra, where one of the less well developed countries spontaneously evolved a yellow drink known as Inca Kila. People were know to travel across half the globe in slow, uncomfortable air transporters at great expense, just to buy a few bottles and be at one with the indigenous ungulates. Inca Kola was not the solution to the Iridian's search, though; although it did indeed taste better than Coke, it wasn't available in cans).

The Iridians were nostalgic about their old homeworld, through and fitted it out as a sort of museum and left in a stasis, so that they might after millennia exploring everything, come back and assume physical forms once more and rest awhile on their ancient homeworld, sitting around in circles remembering old times and talking. Although a peaceful race, the Iridians didn't want any of these new, barbaric aliens currently struggling towards sentience in this neck of the Galaxy to go a-plundering on their lovely homeworld, so they defended it with lots of men and heavy weaponry.

Upon finding out these interesting facts about Iridis Alpha, the Humans at Iridis Base decided that they could use some of this amazingly advance technology that these Iridians had developed: they reasoned that sure, being ultimately evolved and really peaceful was all well and good, but in their universe there were Zzyaxians waiting to be biffed, and that Iridian technology would make a fine big stick to do the biffing with. They leaped into their sleek FTL cruisers and, thumbing their noses at Einstein, appeared in orbit around Alpha a mere two warp-seconds later. (Don't ask me about warp-seconds, coz I don't know that much about them. Apparently there is a multi-dimensional time construct

that relates subjective and objective time. If you apply a localised 90 degree dimension shift, then one subjective and one objective second become equivalent. Well sort of. So although the ships 'really' took millennia to reach alpha, the time perceived by the crew - and the rest of the Universe - is only a couple of weird seconds. Warp-seconds).

However, once within Alpha's orbit the troubles really began. You see, the Iridians had rigged a multiple phase reality field around the whole planet, allowing it to exist in two realities simultaneously, very confusing to the observer. Furthermore, there were five distinct reality modes possible, each in two orientations, and each defended by startling weaponry. The Humans were unfazed, through. What they did was take a single mind at birth, and using fast memory devices based upon molecular storage systems, they transferred the mind to compact droid CPU. They devised ways of interpreting the strange sensory input that you tend to get if you try and exist in two realities at once. (The unaided Human brain becomes overloaded by the extra information that receives. The over-load results in distortion of perceived images, intensification of colour and visual effects, hallucinations, and a certain amount of euphoria. Human troopers in that state would be unable to fight the sophisticated Iridian defences).

The mind within the droid was subjected to dual-reality stimuli right from the moment of its incept, so naturally it evolved its own reality-model to cope with its situation. Thus, the Human forces had an intelligent being that could cope with Iridis Alpha without freaking out. And while the psychocyberneticists were working on the AI bit, the weapons technicians worked on the heavy-metal thunder blam blam kerpow bit. They developed a neat rapid-firing laser-destabiliser, a reality-locus generator, and even a reality-shifter allowing the user to jump at will between any of Iridis' 5 reality modes.

All this weaponry and fancy stuff was bolted onto the brain-module containing the carefully conditioned consciousness. The result was a small spherical droid with long, spindly legs and a little pointed hat. It called itself Gilby. Some of Mankind's greatest brains are still trying to figure out why.

The modest task of this insignificant seeming droid was to go to Iridis Alpha, visit each of the five alternative realities thereon, and deactivate all the defences assigned to each reality. Gilby's laser/destabiliser could only work on one reality at a time, so by using the reality-locus shifter, Gilby could pop back and forth

across both currently active realities blazing away merrily. However, Gilby could not remain in one reality for too long; all the while he's at the reality locus, the 'unused' Gilby, which mathematicians refer to as Gilby' (Gilby Prime) undergoes spontaneous and rapid molecular destabilisation. Frequent shifting of the reality locus was the solution to this particular problem. There was also the problem of energy; every time Gilby destabilised an enemy he gained energy. OK, but if he got too much, BLAMMO! no more Gilby ... so it was arranged that Gilby be able to transfer excess energy to the Iridian Core. Should Gilby fill the core he then had to run the gauntlet of a long and difficult obstacle course hotly pursued by a bunch of weirdo flying eyeballs known only to the Iridians in their infinite wisdom. Gilby hated this bit. It was like being a ball on a giant pinball table. Most undignified.

So now you know the story ... can you take control of Gilby and deactivate all the attack levels? Can you understand what I've been waffling on about? Can you fry them creepies? Are you a megalastic psychedelic ultra hero fit to rid the Galaxy of Zzyxian scum or are you just the sort of wimp who has to play Ancipital with the strobe FX turned off?

Wield your joystick, ram down the FIRE button, accelerate to Mach 8, and FIND OUT.

GAME TACTICS

1. The first three levels are all single-plant. Practice flying Gilby about, landing on the Core, jumping around and taking off, and of course shooting. It's important that you grasp the idea of Gilby LOSING energy each time he's hit and GAINING an equivalent amount of energy each time he kills an enemy. Be aware that you can have too much energy, as well as the more obvious situation of having too little. Keep an eye on Gilby's situation of having too little. Keep an eye on Gilby's colour as you play. If the colour is dark black, blue or red then Gilby is low on energy. If the colour is bright, for example yellow or white, then Gilby is getting very full and you had better be looking to offload some.

2. You get rid of excess energy in either two ways; by deliberate collisions with enemy ships, or better still be dropping it off in the Core. To land on the core and transfer your energy, just fly to the Core, stop overhead, and release the FIRE button, whereupon Gilby will drop to the deck and the energy will be dumped. To leave the Core, you must walk Gilby off the Core surface and then

leap into the air and fly. If you leap while you're on the Core, you just perform graceful luna-type leaps. You may still fire at the enemy when you're on the Core, but you get different types of shots to those of an airborne Gilby.

3. Use the first three levels to get used to all this. Press Q to quit if the going gets tough or confusing, and just keep running those three simple levels until you've mastered the controls and are ready for the second planet.

4. After you finished Level Three the progress chart comes up with your completed waves on it, and highlighted icons representing your possible destinations amongst the planets of Iridis. This chart makes a regular appearance as you progress through the game; each time a new planet becomes available the chart pops up. You can also call it up anytime during play by pressing SPACE. Just press FIRE to leave the chart display and return to gameplay.

5. With the lower planet activated, your next priority is to learn how to transfer control from top to bottom and vice versa. Although both Gilbies are displayed, only one at a time is active. The non-active Gilby is rendered in neutral grey, so don't try to control a grey Gilby!

6. To make a transfer, you have to do three things; firstly, shoot any alien that produces a spinning ring when shot; you see these rings when you shoot most things; they look a little like flashy Polo mints. Shoot your alien to get the ring, then release the FIRE button, and fly through the ring. You'll then have transferred control to the opposing Gilby. (Learning to transfer is the most essential manoeuvre in Iridis gameplay. Take time to learn it well).

7. During 95% of the time you're playing Iridis, you should hold down the FIRE button. Fire is automatic and rapid. You only release the button if you've too much energy and don't want to shoot anything for fear of blowing up, or if you are wanting to transfer or land on the Core. You see, you have to make a conscious effort to let go of the button to make a transfer or landing. When you get used to the idea that you can NEVER transfer or land while you've got that button pressed, you'll find that you rarely, if ever, make unwanted transfers or landings.

8. The unused Gilby of the pair will decay if unused, and eventually blow up. By transferring regularly, you 'recharge' both Gilbies thus avoiding an untimely demise. Keep an eye on the Entropy Gauge in the lower left of the screen. Both

Gilbies are represented there; the unused Gilby in the gauge gets darkest as it decays. If you look there and one of the Gilby-icons is blue or black, better transfer quickly. To remind you if you forget, the last four seconds before death due to not transferring are indicated by a violently strobing screen. If you get these heavy strobes, transfer promptly and you'll be safe.

9. The Warp Gate, as well as being another means of avoiding Gilby decay, is your means of transport between the planets of Iridis Alpha. Over on the right hand edge of the control panel are five icons representing the planets. You'll notice little pointers over some of the icons. Each time you shoot something the pointer will switch between the icons representing the available warp designations. In the early stages, that'll be only a couple of icons; as you open up more of the game, more destinations become available. To go to a destination, fly to near the Warp Gate, shoot until the pointer is aligned on the icon representing your chosen planet, then fly into the Warp Gate.

Iridis shows a way for the shoot em up to evolve, gaining depth and a degree of complexity, but still remaining playable and very 'blastable'. Whereas many blasting games become boring very quickly, lacking any objective beyond mere destruction of aliens hips, Iridis gives the player plenty to think about. We're just trying to show that shoot em ups don't by any means have to be 'mindless'

So give 'em hell - but think about it ...

STARTING OFF

The *Lords of Midnight* has a facility which enables you to save the game you are playing at any stage. When loading is complete, a screen will appear depicting the situation of Luxor the Moonprince and your quest will begin on the day of the solstice itself.

If you press "L" a screen will appear instructing you to load the saved data of the game you wish to continue. Once the data has been loaded back into your computer the last screen of the game you saved will appear and you can continue your quest.

SAVING THE GAME IN PROGRESS

The data for *The Lords of Midnight* can be saved at any stage of the game. To save the game in progress, you must first press the "S" key. This should only be pressed at a time when the computer is waiting for you to press an option key. If it is doing something else, it will merely ignore your key-stroke. When you press "S" a screen will appear instructing you what to do next.

ABANDONING A GAME

We hope that you will never need to abandon a game of *Midnight* but if it should come to pass that your situation is beyond all hope, you can abandon the game by pressing the RUN/STOP and RESTORE keys.

KEEPING TRACK OF THINGS

Because such a lot is always on in the land of *Midnight* we have provided a facility whereby you can keep a printed record of each game as it progresses. Of course you will need a printer compatible with your computer and you may need a lot of paper! Pressing the copy key at any stage of the game will print out the screen in front of you. If you use this facility to its full, you should end up with an illustrated history of the war of the solstice.

THE ROLE YOU PLAY

You, the player take the role of Luxor the Moonprince, Lord of the Free. By virtue of the Moon Ring, which lends you the Power of Vision and the Power of Command, you can control other characters that are loyal to you; move them though the landscape of *Midnight* and look through their eyes. Some of these characters are simply individuals, others are commanders at the head of whole armies; when you move a commander his army moves with him.

A CHOICE OF GAMES

There are two distinct ways of winning a victory over *Doomdark*. The first is by war, by sending armies north to the plains of despair and seizing the Citadel of Ushqarak from whence *Doomdark* commands his foul hordes. In such a strategy, Luxor himself will play a major part as a commander in the field.

The second way of winning is by quest by guiding Morkin, Luxor's son, to the Tower of Doom to destroy the Ice Crown, the source of *Doomdark*'s power. Morkin can have no army to help him on his journey, for the Ice Crown sends forth the Ice Fear which withers man's minds. By virtue of his birth, half-human, half-fey, only Morkin can resist the utter coldness of the Ice Crown's power.

If you prefer a pure adventure, just concentrate on the Quest of Morkin. The Armies of *Doomdark* will still march south to conquer *Midnight* but the Armies of the Free will defend themselves without your guidance even though they will not make any counter moves.

If you prefer a pure war game, ignore the Quest of Morkin and concentrate on the assault of Ushgarak.

To play the complete epic however you should place equal importance on the war that Luxor directs and the quest that Morkin journeys on. Naturally enough, the complete epic takes longer to play. Of the other options, you will find the Quest the quicker game.

There are no keys to press to choose which sort of game to play - you simply choose, move by move, which characters you want to guide. At any stage, you can alter the balance at will, abandon the Quest and take up war, or admit defeat on the battlefield and turn to seek the Ice Crown.

If you want to play the *Lords of Midnight* with your family or friends, we suggest that each player is given control over a particular character or group of characters, and that you play as a team against the evil *Doomdark*.

VICTORY FOR DOOMDARK

To win, *Doomdark* (or the computer, if you prefer) must achieve two objectives. First, he must eliminate Morkin; as long as Morkin is alive, the game will continue. Second, he must subdue the Armies of the Free. This can be done in two ways, either by eliminating Luxor the Moonprince who is their commander or by taking the Citadel of Xajorkith in the land of Corelay, the home of all their hopes.

If Luxor is killed, you, the player, lose all control over the characters in the game except for Morkin, his son. If, by any chance, Morkin manages to find the Moon Ring that Luxor wore and which was the source of Luxor's powers of vision and command, he can put it on and you will regain control over those

characters still loyal to the Free. However, once he does this, Morkin will immediately become known to *Doomdark* and his quest to seize the Ice Crown will become almost impossible.

If Xajorkith is taken by *Doomdark* but Morkin is still alive, Luxor can continue the armed struggle against the Witchking. For *Doomdark* to win, Xajorkith must be *Doomdark* and Morkin must be dead or both Luxor and Morkin must be dead.

THE ICE-FEAR AND THE MOON RING

The Ice-Fear is *Doomdark*'s greatest weapon, sapping men's courage and reducing armies to rabble. If strong enough, it may even cause characters once loyal to Luxor and the Free to desert to *Doomdark*'s control. He can use it either as a general effect, spread equally over the lands of *Midnight* or concentrate in particular places.

The only shield against it is the Moon Ring that Luxor wears this radiates the strength and warmth of his mind. The closer a character or army is to Luxor, the less will be the demoralising effect of the Ice-Fear. The same applies if Morkin is the wearer of the Moon Ring. There is one drawback; the Witchking can sense the warmth of the Moon Ring and so, at any stage of the game, he knows the precise whereabouts of its wearer.

The strength of the Ice-Fear also depends on *Doomdark*'s confidence. As the Witchking takes citadel after citadel of the Free so does the Ice-Fear grow, but where he suffers defeat or doubt the Ice-Fear dwindles. The Ice Crown has a cold intelligence of its own and as Morkin comes closer towards it, it will feel the approaching danger and bend a greater part of its force towards its own protection. So, as Morkin approaches the Ice Crown, more and more of the Ice-Fear will be directed at him alone but it will not affect him. Instead, the burden of its terror will begin to lift from the armies and commanders of the Free.

CONTROLLING A CHARACTER

As stated in the introduction, *The Lords of Midnight* is not a standard adventure game and controlling the character does not require you to guess at the right phrase of command. Instead you have four options, each available at the press of a single key:

1) LOOK (BACKSPACE ARROW)

On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. There are some accompanying lines of text giving details of where to stand as well as a heraldic shield which

identifies him. During the look option you can turn the character to look in another direction by pressing one of the compass keys.

These correspond to the eight points of the compass and the numbered 1-8 on the keyboard.

1. North
2. North-east
3. East
4. South-east
5. South
6. South-west
7. West
8. North-west

2) MOVE (SPACEBAR)

The character will move forward in the same direction he was last looking. When he reaches his next location, he will continue looking in that direction and the look option will appear with a new landscape.

3) THINK (RETURN KEY)

When the character is told to think, the screen becomes largely text and you are given more details regarding the character, any army he controls and the place he is in, than could be included in the short text of the look screen.

4) CHOOSE (RESTORE KEY)

To choose screen presents you with a list of special options not covered by the basic look and move options. It also lists the key you must press for each of these options. What special options are open will depend upon the situation the character finds himself in but will include such choices as searching, hiding, attacking an enemy, repairing defences and so on. The choose screen will also reflect of the particular character. All the choices you are presented with are only those the character would likely choose by himself, so, the choices open to a cowardly character will seldom include brave deeds, the choices open to a greedy character will seldom include acts of generosity.

You can press the LOOK, MOVE, THINK and CHOOSE keys at any stage during any of the four basic options and the new screen will appear at once.

SELECTING A CHARACTER

At the beginning of the game you have four characters under your control. These can all be selected by using the four functions keys. Luxor the Moonprince is F1; Morkin his son F3; Corleth the Fey is F5 and Rorthron the Wise is F7.

When any of these is selected, the display will switch immediately to the LOOK option for that character. To select other characters (which you must recruit to your cause during the course of the game) you must press the

INST/DEL key. When you do this a list of other characters you control will appear, together with a list of the keys to select them. Press one of these selection keys and the display will switch immediately to the **LOOK** option for that character. Once you have selected a character, your control will remain with that character until you select another. Selection can be undertaken at any stage of the **LOOK**, **MOVE**, **THINK** and **CHOOSE** options.

HOW THE GAME WORKS

The game begins on the day of the winter solstice. Initially, you control Luxor the Moonprince, Morkin, Corleth the Fey and Rorthron the Wise. These characters all start the game at the Tower of the Moon in the Forest of Shadows. The game proceeds by day and by night.

During the day, you can move any or all of the characters you control and any armies that are with them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is walking or riding as well as his state of health. You must learn by experience precisely how far you can travel under given circumstances. However, there is one important thing to remember when you travel directly north, south, east or west you are moving just one league at a time. When you move north-east, north-west, south-east, or south-west you are moving along the diagonal of a square one league by one league, a distance of approximately 1.4 leagues. Therefore this will take you longer and leave less hours of daylight for the rest of your journey.

When a character has exhausted his hours of daylight, night will fall for him, and, unless there are exceptional circumstances (the **THINK** screen will tell you if there are), he will not be able to do any more until the following day. You can still, however, move other characters under your control.

Once you have moved all the characters you wish to you must press the night 0 (**ZERO**) key. This lets night fall everywhere and signals the start of activities for the forces of Doomdark. During the night Doomdark will move his characters and armies across Midnight and there will be a pause as he thinks. Soon, however a new day will dawn and you can command your characters afresh.

DO NOT FORGET TO PRESS THE NIGHT(0) KEY WHEN YOU HAVE FINISHED YOUR DAY'S MOVEMENT. IF YOU DO NOT PRESS IT NOTHING FURTHER WILL HAPPEN AT ALL.

THE SUN

A character will see the sun when looking in the appropriate direction at the right time of day (East in the morning, west in the evening). This can be a useful aid to play in seeing how many hours remain to that character in a particular day.

ENGAGING IN BATTLE

Minor skirmishes involving individual characters and small war-bands are quick affairs and can take place at any stage throughout the day. Battles between armies, however, will not be decided until the day is over.

Because a battle between armies is such a major event, you will not be able to move an army to the same location as an enemy army by using the simple move option. Such a move is always one of the special actions you can opt for during the choose option. Some of the commanders you control may be so afraid that the choice to move them into battle does not even appear as one of the possibilities.

During the course of the day, you can move as many armies into battle as you wish. If you move more than one army into the same battle, the program will keep track of their times of arrival (which may influence the outcome of the contest). However, once an arrow or a character has been moved into a battle, it will not be able to move again until the following day.

At dawn on the following day, the outcome will be known to your commanders. If the enemy has lost, his armies will have been destroyed in the night or have fled, leaving your armies and characters free to move. If the enemy has not lost, you have the choice of retreating with what is left of your armies or continuing the struggle for another day, possibly throwing in more forces; however, the enemy has won a decisive victory, when dawn breaks you will find your armies destroyed and your surviving commanders scattered; the enemy forces may have advanced far beyond the battlefield.

Many things will influence the outcome of a battle; the number of troops, the type of terrain, the quality of the commanders and, of course, the strength of the Ice-Fear. But, as any warrior must, you must learn by experience.

THE FREE AND THE FOUL

On the day of the solstice at the start of the game, Doomdark's forces hold the north whilst the Free hold the south; few of Doomdark's armies will be found south of the Mountains of Ithril and the Plains of Valethor. Of the major citadels, Doomdark holds Ushgarak, Crarg, Vorgath and Kor. The only armies of the Free to be found north of the Mountains of Ithril and the Plains of Valethor are

in Ithorn and the Plains of Ithril. Of the major citadels, the Free still hold Ithorn, Kumar, Marakith, Simeril, Gard and Xajorkith. In the east, the barbarian tribes of the Targ remain independent of both Doomdark and the Moonprince. In the west, save for the citadel of Gard, the lands lie mostly empty and under no one's sway.

The Fey are in loose alliance with the Free. They do not seek war but neither do they relish the thought of Doomdark overrunning Midnight. Their part in the War of the Solstice will be mostly passive. Their homes are the Forests of Midnight and Doomdark's armies will not willingly be allowed passage through these. Corleth the Fey, however, should be able to rally enough of his people to his banner to form one army.

The Wise have isolated themselves from the world and live like hermits in their tall towers. Doomdark will not bother them so long as they remain withdrawn from the affairs of men and most certainly, they will not aid him. In the right circumstances, it may be possible to seek their help and be granted it. Rorthron the Wise could prove a useful ally in this.

The Utarg of Utarg may be persuaded to bring the Targ into the war against Doomdark especially if the armies of the Witchking are tempted or forced to trespass on his lands. If the Ice-Fear grows too strong, however, he may lend his loyalty to Doomdark.

Of the Free themselves, there are many lords. Luxor should first set himself the task of seeking their loyalty, thus gaining control of many armies. Most powerful are the Lord Marshalls of the great citadels but the Moonprince will find other lords who will bow to his command. He should not, however, waste too much time seeking out allies, there are others who will make fine ambassadors.

LOOKING AROUND

During your travels through Midnight, you will see many different scenes. This is a traveller's guide to many of the things you will see. All of these features of Midnight's geography may offer cover to an army.

Mountain

Moving across a mountain will take many hours of travel and leave you exhausted at the end of your journey.

Citadel

A strongly fortified city which may harbour enemy forces or offer shelter to a friendly army. Storming a Citadel will be a hard task.

Forest

Movement through a forest will not be swift. The minions of Doomdark, how-

ever, will find it doubly difficult for forests are the homes of the magical Fey who hold no love for the foul creatures of the Witchking.

Tower

The refuges of the Wise, the Towers of Midnight are almost impregnable from attack but help may be sought at one of these. It may not always be granted.

Henge

Built at the Dawn of the world, these ancient temples have strange powers, not always benign.

Village

A village can offer warmth and shelter to the lonely traveller if its people prove friendly.

Downs

Gently rolling hills, the downs slow a traveller only slightly, but they may hide unseen dangers.

Keep

The fortress of a minor Lord, a keep will offer protection against occasional raids but will not withstand a determined assault for long.

Snowhall

Built by the wandering peoples of Midnight during the long winter, snowhalls are quite large structures which can offer shelter to many hundreds if need be.

Lake

The remaining lakes of Midnight are fed by warm springs. They have powers to revive and heal those who oppose Doomdark and the forces of cold.

Frozen Waste

Surrounding the land of Midnight are the Frozen Wastes. They cannot be entered by any, be they Free, Foul or Fey.

Ruin

Abandoned fortresses of former wars, ruins may harbour dark and dangerous things, but may, in times of need, offer some protection against attack.

Lith

These ancient standing stones often have magical powers.

Cavern

A cavern may provide shelter and a hiding place but it may already have done so for fouler creatures!

As well as these features, you will also see the flat expanses of the Plains of Midnight. It is only on the plains that you will actually see the banners and ranks of the armies that march across the land.

Army

A friendly army offers no hindrance to the traveller, but an attempt to go through the midst of an enemy army offers the gravest of peril, by day or by night. Armies in mountains, forests or any of the other places to be found will hide themselves well and will not be seen.

As you look around during your travels, large figures may appear in the foreground of each panorama you see. These are the warriors, characters or creatures that lie immediately ahead of you on the borders of the next domain. However, you do not always see all that lies ahead. The wise traveller must be both bold and wary.

CONTROLS

Left Cursor	Look	Ins/Del	Select
1	North	Restore	Choose
2	Northeast	Return	
3	East	Spacebar	Move
4	Southeast		
5	South	S	Save
6	Southwest	L	Load
7	West	y	Yes
8	Northwest	N	No
0	Night	F1	Luxor
		F3	Morkin
		F5	Corleth
Run/Stop & Restore	Restart	F7	Rorthron

MAZE MANIA**SCENARIO**

Flippo must travel through the mazes of the Upper Plane turning the tiles as he goes, avoiding the gliding aliens that appear to hinder his quest.

Collect icons to gain extra power and bound over the star spangled black holes to avoid being suspended, lost in inner space.

Joystick	Default Keys	Action
up	Q	Walk upwards
down	A	Walk downwards
left	O	Walk left
right	P	Walk right
fire	SPACE	Jump

PLAYING THE GAME

You must guide Flippo around the maze avoiding the various inhabitants of the maze because they are deadly to the touch. As he walks over a tile it will turn over to another colour. The object of the game is to turn all of the tiles over in the maze. When you have completed this task you then progress to the next level.

On his travels around the maze Flippo will come across some tiles that don't turn over to the required colour the first time he travels over them and actually need to be walked over twice to turn them to the right colour. There are also tiles that will only turn to the right colour when walked over from one direction i.e., vertically or horizontally.

ICONS

Occasionally in the game there will be floating around the maze. If Flippo walks into these icons they have the following effect:

THE BONUS GAME

When you complete a level you are faced with a bonus game, in which you must try and earn yourself some more points.

The game is played with a Joystick.

On title screen, press F1 to select options:-

TWO PLAYERS
DUAL ENEMIES
DUAL ALLIES

During the game, press the **COMMODORE KEY** to toggle pause mode.

During pause mode, press **Q** to quit game and return to the title screen.

MEGA APOCALYPSE**SCENARIO**

As captain of the submarine called Nautilus, the player has to destroy the enemy freighters - carrying supplies to the enemy infantry and the destroyers escorting the unarmed freighters. The time to carry out the job is limited to 18 hours, otherwise the enemy troops on the islands get enough supplies (arms, oil etc.) to win the war.

CONTROLS**KEYBOARD:**

Q/A	-	throttle up/down
W	-	ballast water in (switches off automatically if the tank has been filled).
S	-	ballast water out (needs compressed air).
R	-	swap between the two radar ranges
O/P	-	change magnification of the periscope
H	-	hold
N	-	switches on/off the sound of the motors
B	-	swaps between the Diesel motor and the accumulator
V	-	Turns the air compressor on (note: the Diesel motor has to be used to recharge the batteries and to operate the air compressor!)

RIGHT SHIFT key

4	-	DEUS on/off
1/2	-	controls the 'lock' of the rudder

M

- turns the periscope by 1/5 degrees (with the shift: by 5 degrees)

- map on/off

JOYSTICK:

left/right	-	turns the rudder
up/down	-	controls the hydroplanes
fire	-	launches a missile

To fire a torpedo use the O key.

When a missile is in the air, the joystick controls its movements:

up/down: Missile up/down

left/right: Turns the periscope (by 1/5 degrees) and the missile as well. You can turn it faster by pressing the fire key together with the left or right keys.

GAME PLAY

The game begins in the dock. The dock is built on a island so you can see behind the dock a valley of the island. The speed of the freighter is exactly half of the submarine's but the destroyers are twice as fast as you. The destroyers usually escort the freighter and they use their full speed to attack you.

Your mission is only completed if you sail to the nearest dock when there are no more surviving enemies. In the course of the game you can go to the dock to refuel, repair your sub and reload weapons. Never fire any of your weapons if it might hit your dock. The dock may get seriously damaged and you cannot use it any more. The final approach of the docking process is helped by radio signal sent from the centre of the dock. The corresponding instrument in the submarine is shown under the score board if your distance from the dock is less than 1 mile. Docking is absolutely perfect if the BRG of the ship is 90 degrees and the values EO NO are seen. The program tolerates the following limits: EO-WO, N2-S2, BRG, 89-91. To begin the docking process you have to stop the Nautilus. In the dock the DEUS mode will be activated automatically and the program starts repairing, refuelling, etc. If necessary, you can stop this process by coming out of the dock.

On each of the difficulty levels you have an advantage on the enemy ships. But be careful: stepping higher in rank the enemy crew becomes more and more skilled. The higher the rank the greater the distance from where they can spot you or your weapons. Once they are alerted the ships will separate, the freighter will try to flee but the destroyers will attack you. They can fire with their guns. They will even try to collide with you to break the hull of nautilus. The enemy can use hydrophones to detect you when you are below the surface and the destroyer can throw depth-charges into the water.

Before playing the game you may choose from four difficulty levels. You start the game with your submarine in one of the two docks, with all weaponry loaded and all tanks full. There is no need to switch between screens while playing; you see every instrument just under the periscope.

The periscope occupies the top third of the screen. You can see the following objects on it in full 3D.

	NUMBER
Freighters	4
Destroyers	8
Islands	10
Drilling rigs	4
Light houses	4
Docks	2

There is a zoom objective built into the periscope to allow the player to see objects even if they are miles away from the submarine. Having allowed for fog in the beginning you would be informed about the weather any time it changes. Just under the cross-hairs there is a small meter to show the angle of the torpedo tubes relative to the direction of the sub, so torpedoes can be fired as long as the indicator can be seen. The missiles are also aimed and guided using the periscope, but you can shoot them in any direction. While the missile is in the air, two indicators appear, the left-hand one showing the amount of fuel in the missile and the right hand one showing its height above water level.

You can turn the periscope by 1/6 degrees in either direction using the keys 1 or 2. Pressing Shift with one of these keys turns the periscope by 5 degrees. If you press the M key, a map will be shown instead of the periscope. On the left you see the map of the whole game area with the following symbols.

Island
Drilling rig
Light house
Dock
Enemy convoy - flashing
Submarine - flashing

On the right there is a detailed map showing the objects around the submarine (except the ships - this is a map only!) Between the maps a table shows the coordinates of the convoys and the docks. If you submerge, the program automatically gives you the map - you can't switch back to the periscope unless you come to the surface again.

As the game area is huge the game would take a very long time to complete. Therefore there is a time compressor - Deus. In Deus the time passes 30 times faster than naturally, the ships and the sub move and turn like jet fighters flying

just above the sea. Using this option you can save the hours of sailing to the next target. You can't use Deus during a battle, so you can't shoot with Deus activated (a sign shows this between the throttle and speed indicators) and you can't flee in Deus while a bullet (missile, torpedo or cannon ball) is on its way.

THE DASHBOARD

In the middle of the dashboard there is a RADAR. This functions like a real radar with a range of 10 miles. If you choose the FOG option at the beginning of the game you will have limited visibility. In the thickest fog it is only 1 mile. Below surface you can see nothing at all. To help navigation under these conditions you can use the "improved" radar option. This can be switched on/off by the 'R' (range). In this case the radar range is reduced to 5 miles. The state of this option is shown with a sign, positioned slightly left to the VSI inscription. The radar is revolving with a moderate speed: 1 revolution per 7.2 seconds. The cathode ray tube used in the radar has an after lighting time of nearly 2 seconds. The sonar helps you not only in navigation but also in targeting. Your weapons have a range of 1-15 miles. With the radar you can estimate the distance of the enemy ships and decide to shoot or get closer. In the rectangle above the radar you see:

Periscope angle (PAA): Tells you the position of the periscope in relation to the bow in degrees, with an arrow that shows the direction left or right.

Bottom (BTTM): The distance of the ship from the bottom of the sea in feet.

Magnification (MAGN): The magnification of the periscope.

Rudder: (RDDR): The value is shown in degrees with an arrow indicating the direction. To the right there is a sign which shows whether the rudder is locked. If this function is off, the rudder will centre automatically after a few seconds.

Vertical Speed Indicator (VSI)

Bearing (BRG): The direction of the sub.

The dashboard was designed to separate the fighting and navigating instruments so there are two computer displays on each side of the radar. On the left, there are weapons, and the state of your ship. On the top of the weapon (fighting) display, there are the indicators of the four torpedo tubes and the launcher of the Guided Anti-ship Missile. After releasing them they scroll out of the display and pop up on the screen in the appropriate position. Under the weapons there is the outline of Nautilus. This is white when everything is in order and hits are indicated with coloured spots. Red means you lost.

Under this you see the score board. You will find here outlines of a destroyer and a freighter with a number indicating how many of them you have destroyed. The torpedoes go twice as fast as the enemy destroyers and eight times faster than the enemy freighters. Ships the same size as the freighters will only be sunk by full hits, so try to hit the engine compartment or the cargo areas.

The Guided Anti-ship Missile (GASM) is a more effective weapon than the torpedo. After launching a GASM you can control its movements following the target with the periscope. The missile tries to maintain its position in the centre so if you turn the periscope the missile will adjust its course.

The missile will go upwards not only because of the position of the launching pad, but by losing weight due to the consumption of fuel. Using a magnification 2x or 3x will help you aim more accurately. When you feel the GASM will miss the target let it fall into the water by tilting its nose down. This enables you to fire another missile immediately it splashes into the water.

On the right of the radar there is the navigating computer display. In the top row there are the indicators of the battery, the fuel, the hydroplane, the ballast water and the depth meter (the ballast tanks and the hydroplanes are used to submerge Nautilus - to learn the process try every key (see the table of control keys) watching the depth meter and the VSI indicator. Below these you will find the throttle and speed meters and the compressed air indicator. The air is used to empty the ballast tanks of the submarine, but if there is no more air you can't come to the surface again. Between the air meter and the speed indicator there are the indicator lamps to show the amount of fuel in the tanks and the condition of the batteries, which engine is being used and whether the air compressor is on. Between the throttle and speed indicators a small sign shows if DEUS is on.

Abbreviations on this display

Battery	-	BTT
Depth	-	DPTH
Ballast	-	BLST
Throttle	-	THR
Speed	-	SP

SCENARIO

A long time ago, in a galaxy far, far, away ...

CONTROLS

On the title screen:

- F1 - One player, one joystick, either port
- F2 - Two players, sharing one joystick, either port
- F3 - Two players, two joysticks, player one in port one.
- F5 - Music volume louder
- F6 - Music volume quieter

In game:

- Joystick only
- Pause = Run/Stop (press Fire to restart)
- Quit = Ctrl/Home (when in pause mode)

OVERALL OBJECTIVE

The objective is to collect chemicals that form specific formulae to save the constellation of Orion. This is achieved by destroying a certain type of enemy stormtrooper, which drops the chemicals it is carrying (if any).

MISSION ID ENTRY

At the start of each game, each player must enter their ID. Controls for this are:

- Joystick up - alter the flashing letter back through the alphabet.
- Joystick down - alter the flashing letter forward through the alphabet.
- Joystick left - select the previous letter.
- Joystick right - select the next letter.
- Fire - enter the current letter and select the next one. Entering the third letter completes your entry.

If a player has a sufficiently good score this ID is entered into the hi-scores.

PLANET SELECTION

The planet selection screen gives information relating to each planet. The current formula is also shown as a chemical formula and its more common name.

To select each planet, move the joystick either up or down. To see the information about each planet, move the joystick either left or right. To return to the planet select, move the joystick in any direction.

Once a planet has been selected, press the fire button to beam down.

PLANET LAYOUT

There are four planets that can be visited; Auriga, Ara, Regulus and Deimos. Each planet is populated by enemy stormtroopers, which visit planets in order to collect the same chemicals as you. In addition to these are the unfriendly inhabitants of each planet.

Each planet has varying radiation levels - the lower the radiation, the denser the population. Each planet has four zones which may be visited. The awareness of the enemy decreases as the distance from the beam-in position increases. The overall enemy awareness increases depending on the planet. Auriga has the lowest and Deimos the highest. The indicator on the status panel shows the current level.

STATUS PANEL

At the top left is the current player ID followed by a list of 5 chemical letters indicating which of the five chemicals are still required. If all the chemicals have been collected, a BEAM OUT message will be displayed instead.

The top right area is reserved for indicating how many bombs have been collected, up to a maximum of eight.

The second time consists of a shield indicator, showing the current and, next to this a flashing radiation indicator. This flashes faster as the radiation increases. If the shield energy gets too low, it will start to flash, accompanied by a warning sound.

The bottom line of the status panel shows the number of men left and the score.

GAMEPLAY

Each player is shown the planet name, average population, radiation and amount of each chemical on the planet. You are beamed down to one of the beam-out points (some planets have more than one). Your task is to destroy as many stormtroopers as possible and pick up any chemicals they drop when shot. These chemicals will stay on screen for a limited time only. Neither chemicals nor bombs can be picked up until they have been bounced at least once - this enables you to avoid picking them up if you are very close to the alien they were dropped by. It is important to only pick up chemicals that are required to complete the current formula, since picking up more than one in the early stages will make the later levels harder to complete. If you get killed or beam out you will be returned to the planet select screen.

To pick up chemicals and bonus, walk through them. When picking up chemicals, an energy bomb is given, Energy is replenished at the start of each formula, but can also be gained by shooting certain aliens, which mutate into energy balls and are collected by walking through them.

A bonus is given for each bonus completed.

TWO PLAYER MODES

In either of the two player modes, players play alternately and independently, swapping when a stormtrooper is killed. The chemicals are available for both players, so co-operation will ensure easier chemical collection on later formulae.

FROM THE TITLE SCREEN:

SPACE - Continue to next section of title sequence

F7 - Access to the Plane Programmer

FIRE - Start Game

PLANE PROGRAMMER

Use the joystick to move the cursor left and right.

Use the numeric keys to program planes.

The fire button exits you back to the title screen when the plane is completed

Joystick control - Port 2

Run/Stop - Pause game

Run/Stop again - Continue game

Run/Stop then T - Exit to title screen

Numbers 1 to 0 (10) - To enter that plane of the game

OBJECTS

Pick up:

KEYS - to open doors

AMULET

SPEED - (a cross mark)

EXTRA TIME - (a cross in a circle)

SURPRISE FEATURES - (a question mark - can have positive or negative effect)

Other features:

SKULLS - avoid these!

TELEPORT - (a star in a circle)

LIFTS - (an arrow in a circle, going up or down)

GOAL - touch this to complete current plane

PLANE 1 - This consists of five subplanes, each of them concentrating on particular skills required to complete QUE-DEX.

If you leave the plane before completing it, when returning at a later stage in the game you will continue at the beginning of the subplane you left, not at the beginning of the whole plane.

(For example, if you complete subplanes 1 and 2 and then exit to another plane and return later you will continue on subplane 3, not 1).

Subplane 1 - Follow the lane one square at a time, or you will be placed back on the start square. Fall off the end into the darkness to complete this subplane.

Subplane 2 - Follow the direction of the arrows and pick up the flashing white squares; enter the hole of darkness to complete this subplane.

Subplane 3 - Avoid the electric sea and try to find the flashing squares that are scattered around. Again, enter the hold of darkness to complete this subplane.

Subplane 4 - Be quick and pick up squares; enter the hold of darkness to complete the subplane.

Subplane 5 - Slalom around the pillars in the direction of the arrows in order to pick up the flashing squares that will activate the GOAL.

PLANE 2 - Pick up the keys which will open the doors. Use the teleports but avoid the skulls to find the GOAL. Watch out for the invisible keys which only become visible when you move close to them.

PLANE 3 - You will need to find FOUR hidden amulets in this plane before the GOAL will even appear. Use the teleports and avoid the electric seas.

PLANE 4 - On Plane 4 you can only move left and right. Race down the race-track as fast as possible. Avoid blocks and use lifts up and down to your advantage as you only have a limited number of jumps available.

PLANE 5 - Plain yellow squares will turn into plain yellow squares when touched. Try to fill in the Whole area with patterned floor tiles. Use flashing square to toggle the complete vertical line on and off. Black squares are safe. Use Fire and joystick direction to jump over one square.

PLANE 6 - Extra features which are visible add extra jumps; other invisible features affect you or the play area, either positively or negatively. Progress through the level by determining these effects and using them to your advantage - and to make the GOAL appear.

PLANE 7 - Once you've entered this plane, you have to complete it before going on to other planes. Pick up as many extra time units as possible to help you in your quest.

PLANE 8 - Pick up four keys in order to open one of the two doors which lead you to the GOAL. You'll need to be very quick - as you'll notice, the floor has a tendency to disappear from beneath your feet!

PLANE 9 - Pick up extra speed so that you can destroy all the cubes (extra speed will not last forever, though). Avoid the flashing floor when it is flashing.

PLANE 10 - Jump from platform to platform. There are three different heights which can be recognised from the different shades of grey. You can only jump one unit of height either up or down without a penalty. Try to get to the GOAL as quickly as possible.

GETTING STARTED

Once Sanxion has loaded press space bar for options.

F1 Toggles between one player and two players.

F3 Toggles between joystick and keyboard.

F5 Turns title screen music off/on.

Joystick in either port (although this allows you to hinder your opponent in two player games!)

To pause, press the Run/Stop key.

To exit to the title screen, press Run/Stop followed by T.

KEYBOARD CONTROLS

Up	=	
Down	=	Shift
Left	=	Z
Right	=	X
Fire	=	Return

THE STORY

Detente has broken down. Diplomatic relations have been severed. A new cold war has started.

The Soviet Union and the United States of America are at each other's throats again, for what may be the very last time. America's satellite defence network has been tampered with and the White house has accused the USSR of space sabotage. The Kremlin is wildly indignant, their official statement being that 'America is trying to shift the blame for their own technical ineptitude onto the Rodina'. Everybody is more than a little edgy as the world teeters on the brink of nuclear oblivion with figureheads on both sides of the iron curtain just about ready to push The Button. Things are looking bad until ...

... Somewhere in the Arctic Circle, January 16th ...

The Global Village suddenly becomes deaf, dumb and blind when, for thirty seconds, the most awesomely powerful radio transmission is sent from the top of the world - the last message from a dying Alien whose only mistake was to mis-judge the strength of the planet's magnetic field. Through simple triangulation

the source of the radio emission is soon determined and it's the Americans who arrive at the space ship wreck first. Since the UFP came down in an American Sector it is quite easy to shut the Russians out of the picture. The boffins are set to work and from the debris they lean a frightening secret ...

The ship was piloted by a member of a galaxy-wide Empire that has dominated the immediate cosmos for millennia, and the Aliens who run this Empire are very interested in mankind. The Empire's fascination stemmed from the human's almost amazing technological progression during the last couple of centuries, coming from unpowered wooden chariots to space exploration within an incredibly small time span largely through a barbaric indulgence in genocidal war. After a while the fascination turned to fear, as many leading social theoreticians pointed out that this species would soon be swarming through the galaxy, bringing with them aggression, barbarism and probably the eradication of the Empire. To stunt this malignant species' frightening evolution, a Culture Technician had been sent to manipulate mankind towards a nuclear death intended to neatly nip the problem in the bud. It had been quite easy, the odd touch here, the slightest altering there and mankind was all set to destroy itself. The final touch was just being administered with the gradual destruction of America's 'Starwars' project when the Technician crashed and the Empire's cover was blown.

Not a particularly pleasant secret to uncover and definitely one too large to keep under wraps, since the massive display of radio power had done more than temporarily blind the world, it had also informed the Empire that they were out in the open. Earth's leaders realised that soon the Aliens would be on the spot in force.

Immediate amnesty was the only solution. America and Russia jointly set up Project Damocles, a joint 'think tank' to discuss the now obvious necessity of global defence for the inevitable conflict between Man and alien.

And from 'Damocles' came Operation Sanxion, a proposal for defence corps piloting a breed of ship based around existing weaponry and technology gleaned from the visitor's spacecraft. The ships would constantly patrol the planet warding off and destroying any Alien presence, stopping only at the ReGen (fuel and rest) stations that were to be hastily constructed across the world. With only days to spare Operation Sanxion became operative.

PLAYING THE GAME

In Sanxion, the simulation, you will encounter a variety of Aliens using different tactics to dominate various parts of the planet. As a member of the Sanxion Corps it's up to you to destroy any Alien infiltration.

After each sector is successfully defended the pilot must go through a short training session to prepare him for the horrors to come. These sessions take place against a rainbow background, the task on each section being indicated by letters on the droid targets.

S	=	Shoot
C	=	Collide
P	=	Pick up

Should you prove a competent trainee (for example; colliding with or shooting a pre-determined quota of targets) you are aware an extra bonus of 1000 points. Collision with barriers, although not fatal on this section, should be avoided as they drastically reduce any time left ... and time is precious, both in combat and in training, as reaching a ReGen station before the timer hits zero earns valuable extra efficiency points. An extra ship is awarded every 10,000 points.

As well as attacking Aliens there are a number of other hazards which need to be negotiated. Some of the ReGen stations are protected by security barriers to prevent alien infiltration (indicated by a sonic alarm) and to the less skilful pilot they can prove deadly. **The first defence wall appears at ReGen station 2** - you will have to discover the whereabouts of the others for yourself. Of course, the astute pilot will commit to memory the layout of all the security barriers. Once all ten world sectors have been patrolled you are promoted to Sanxion Class I and go on to patrol the Darkside and do battle against the Empire's secondary attack system.

THE SCENARIO

In 2049, Andre Thelman, one of the World's three richest men, died. During the last ten years of his life he had a maze built into a **temporal cavity** in the gardens of his home. This maze, called the **SNARE**, is formed of 20 independent areas floating in a void, linked by concealed teleports and guarded by robots. The surfaces of these areas are covered with pressure-sensitive tiles of various types, but with different environmental effects.

Only Thelman knew the required route through each maze and hence, all the solutions to the **SNARE**. Rumour has it that before he died he entered the **SNARE** one last time, taking with him one of his most valued possessions to leave hidden there. Many have wondered what this item might be - some say a diamond; others think it is gold or even deeds to the Thelman empire. No-one knows, as everyone who has entered the **SNARE** has never returned.

Over the next couple of years the challenge increased in popularity, despite the all too obvious danger. The **SNARE** was developed into a giant arena. Overhead cameras were installed and every attempt was globally televised (carefully edited so as not to give anything away - after all, once the prize was taken, no more TV shows would be possible). Each competitor enters the maze in a hovership armed with a plasma cannon and teleported into **Area One**, with only minimal information to go on.

Will you be the one to overcome the challenge, or will you be **SNARED**?

THE GAME

The game consists of 20 levels or areas. These areas are grouped together into sets of four, each loading separately. Your ship hovers over the scrolling floor, but is destroyed if it falls down the gaps. All turns are made instantaneously, snapping the screen 90 degrees about the ship. You can leave a solid trail behind, which has its uses. Your objective on each level is to find the final teleport - two linked, flashing circles. On losing a ship, the area you are currently in will reset itself to the beginning, and if you have any craft left a new one is teleported to the start. If you have no ship remaining, your attempt is terminated. However, you are given the chance to replay that set again, starting in the first area of the set you're on, with the lives you had initially, and scoring from zero.

To deter unwanted visitors, Thelman incorporated puzzles into each area of the **SNARE**. These consist of various tile types found on the floor, most prominently the teleports and switches, and of course the robot guardians. Each level sports up to four local teleports. These simply relocate you within that area, leaving your velocity and heading unaltered. There are also four possible switches which transform part of the playfield and have an on and off state. Therefore, passing over a switch will activate it, but the ever-lurking robot guardians can and will de-activate them. Periodically, tiles transform into energy vents for a short time. Energy can be collected from these by hovering over them and, if carried out of an area, will create a bonus. As the energy in a vent fluctuates, it sometimes inverts and removes any bonus charge from your ship.

Before each new set of levels, you will be informed of any system failures due to the new environment.

CONTROLS

Joystick (without fire button pressed):

Up = Accelerate
Down = Decelerate
Left = Turn
Right = Turn

Joystick (with fire button pressed):

Up = Start Trail
Down = Jump
Left = Turn
Right = Turn

Keyboard:

SPACE BAR = Pause game (fire button to resume)
Q (after Space Bar) = Quit game

INFORMATION PANELS

Refer to your loading screen for the following:

SCANNER - Shows player (yellow), guardians (red) and initial position of last switch activated or shared player/guardian position (grey).

COMPASS - Displays the direction you are facing: North, South, East or West. North is **UP** on the game screen and scanner.

BONUS TYPE - **N** = none, **L** = extra life (or 20,000 points if all lives present), **S** = extra 10,000 points score, **J** = jump level (skips the next level, plus 20,000 bonus points).

EQUIPMENT FUNCTION INDICATORS - Reflect the current state of operation of the on-board equipment.

HINTS AND TIPS

- Follow the arrows on Area One to complete it. Use Area One as a practice area, to get familiar with the tiles in safety.
- Dabbing the joystick forward or back increases or decreases your speed by one step. Avoid panic waggling, as you can turn several times very rapidly!
- Most new pilots expect the craft to swing slightly as it turns and therefore turn too early. Remember that it turns on the spot the instant you move the joystick! To turn along the very edge of an obstacle, wait until the very back of your craft is level with the edge, then turn.
- Practice turning around the edge of a floor pattern, slowly increasing your speed.
- Pick a landmark before turning. Picture where it will be after turning, then carry out the turn: this will help prevent future confusion during turns.
- Use the scanner to note the effect of a switch. Investigate each switch separately and note what each switch does, if possible.
- Avoid head-on confrontations with guardians: be prepared to jump over them, as many take several hits to destroy.
- Use the trail to herd guardians or trap indestructible ones in a corner of the play field. Enclose switches to prevent them being turned off. Clever use of the trail can even kill guardians. The trail can even be jumped over, unlike walls.
- The point of lift for your ship is directly below the gun turret. As long as this is over land you won't fall into a hole. This point is also responsible for tile activation.
- A one-tile gap between walls cannot be driven on.
- Remember, bonuses pulse five times before they disappear.
- Black tiles not only prevent jumping, but also pull you back to ground in mid-jump.
- Throwing switches results in various tile types being altered. If the result of a second switch overlaps another, it can alter, add to, or hide the result of the first. Therefore, throwing switches in different sequences results in different outcomes. Experiment to find the correct order.
- If you are on a turn-prevention tile, holding the joystick left or right results in you turning in that direction the instant you move off them.
- Finally, it's worth remembering that when you exit a teleport, you will be travelling at the same speed and in the same direction as when you entered.

HOW TO PLAY THE GAME

The idea is simple - just build up a split picture of the character by arranging the squares in the right order.

The spinning cursor is controlled with the direction keys/joystick. At the start of the game you'll find it in the top left hand corner under the arrow.

You can make pieces of the picture or bonus items appear by pressing fire while the cursor is in this box. You'll have noticed by now that the little screen on the right hand side is lighting up as you pass over each piece of the picture. This shows the correct position for the piece that the cursor is spinning over. If you want to move a piece or item then put the spinning cursor on that particular piece hold down fire and press down whenever direction you wish to move it. Notice you can only push a piece until it either hits the wall or another square watch out for the black cracks in the border or you're in for a surprise. Have you noticed that there several little doors opening and closing automatically? If they are closed they act like the normal wall of the playing area. However, if they are open then the moving piece will disappear through the hole. If it is a piece of the picture then this is put to the end of the queue of pieces waiting to be brought onto the playing area. If it is a bonus item then it disappears forever. (Tip. You'll find it helpful to get rid of the pieces that are not required by throwing them through the little doors). When you have completed a level the computer waits until the fire button is pressed before continuing onto the next stage. If you're in doubt try it out.

ITEMS AND THEIR MEANINGS

BONUS SCORES

Each level has several items associated with the person whose pictures you are trying to create. If these are pushed together they will give you the bonus points. However if you push the wrong items together they will both be destroyed with no bonus points being given.

CLUES

- 1. The bomb** - Explodes after 5 seconds. Destroy it by pushing it away through one of the doors.
- 2. Water tap** - Push it against a bomb to destroy it and earn 5.000 bonus points.
- 3. Diamond** - Push it against another diamond and your time limit will be raised by a maximum of one minute.

4. Fuel - Don't throw it against a match it's explosive.

5. Match - Don't throw it against the fuel it's explosive.

6. Pistol - Throw it against a bullet and your bonus points will be multiplied by two.

7. Bullet - Throw it against a pistol and your bonus points will be multiplied by two.

8. Hammer/ice cream/cup of coffee - Mystery items.

Remember if you throw the wrong item together they will disappear with no bonus being given.

LIVES

You have three lives during the whole game these are shown by the black squares in the bottom right hand corner. However after an explosion of an item or if your time runs out (shown by the marker at the bottom of the screen) your lives will be decreased by one.

If you reach a score of 100,000 you are awarded one extra life.

SCORING

If you complete a level within the time limit you will be awarded bonus points. Otherwise bonus points will be awarded for throwing the correct items together.

CONTROLS

The control keys are redefinable. The default key controls are as follows:

Z = LEFT

X = RIGHT

: = UP

/ = DOWN

RETURN = FIRE

P = PAUSE/CONTINUE

JOYSTICK = EITHER PORT

SCENARIO

In the year 2187, a criminal group has taken you and your partner as prisoners in a very deep and cold dungeon. This dungeon is very well defended and it is very difficult to escape alive.

The guards are very humane in the beginning but as they see that you are still trying to escape they start using more powerful weapons to stop you. They call robots, aliens and sledges to help them stop you. As the game proceeds the attackers are getting more and more nervous about your escape and they are trying harder and harder to stop you. If you escape from the caves the criminals have lost a very important hostage.

You have been captured because you have some top secret information about the underground chemical factories the bandits are running. Try to avoid the deadly sledges, the aliens, the bullets and the security guards and reach the end of the long and hard escape before your time runs out.

CONTROLS

Plug player 1 joystick into port one, player 2 joystick into port two.

Joystick left

- move left

Joystick right

- right

Joystick up

- makes you jump

Joystick down

- makes you duck

Fire pressed

- makes you use your fists or releases your gun and activates the shield if chosen.

PLAYING THE GAME

At the beginning of each level the only weapon you have is your fists, but later on you will find:

1. A Gun - this destroys men, aliens and sledges.

2. A Shield - this weapon destroys everything close to you.

3. Stones - this weapon destroys all it meets on its way.

4. A Ball - the ball is able to destroy all it meets on its way except the boomerang.

5. The Boomerang - eliminates all enemies including the aliens.

After releasing weapons 3, 4 and 5 duck for shooting the sledges.

GETTING STARTED

Plug in your computer, load Tunnel vision and grab your joystick! You are about to enter the 22nd Century where the favourite pastime is for spaceship home players to be locked in martial combat electromagnetically suspended inside a holographically projected tunnel in outer space. The aim is to capture an orb whilst avoiding another challenger and other craft and then to race along the tunnel with it to the goal.

CONTROLS

You control your ship with the joystick. Player one's joystick should be plugged into PORT 2 and (if a two player game is chosen) player two's joystick into PORT 1.

The top half of the screen is devoted to player one's view of the action and the bottom half is for player two or a computer opponent.

Accelerate - joystick forward
Decelerate - joystick back
Right - joystick right
Left - joystick left

The fire button releases a laser bolt or activates the tractor beam if your ship is targeted on the orb. To reverse your direction in the tunnel, first decelerate until your speed is zero, then let the joystick return to its central position so that you are neither trying to accelerate or slow down, then pull the joystick back once again and your direction will reverse.

GAME PLAY

Your position in the tunnel is shown by a flashing black dot on the plan view of the tunnel on your half of the screen.

The direction you are travelling in is shown by the left of the two arrows at the top of the tunnel map.

The direction of the orb is shown by the red arrow to the right of yours and its position is shown by a flashing red sector of the tunnel map.

The position of the goal is shown by a bar at right angles to the path of the tunnel on the map.

Fuel is shown at the bottom of your screen.

The game may be paused at any time by pressing the STOP key. Moving the joystick can then unfreeze the game. A game may be abandoned by tapping the RESTORE key.

CAPTURING THE ORB

The orb is a red and orange rotating ball.

To capture the orb you must manoeuvre your ship so that the orb is directly in front of you. A message will tell you when you are on target.

The number of points you have scored is shown by the number of cyan coloured orbs to the right of your shield readout.

The number of orbs left in the game, including the one in play, is shown at the centre right of the screen.

GAME OPTIONS

Push the joystick forward to move the red selection bar up on the menu screen and pull the joystick back by moving the red bar to the setting you wish to change and then moving the joystick sideways to alter the setting.

As well as having the choice of playing Tunnel Vision against either a friend or the computer you can vary the length of the game by choosing the number of orbs involved.

Five different tunnels are available to compete in. You can design your own by using the Tunnel Editor.

TIME OUTS

Games can result in a draw if a time out occurs or both players' ships are destroyed.

TUNNEL EDITOR

You can design your own tunnels if you like. The editor menu works the same way as the options menu and allows you to create your own tunnels from building blocks of bends or straights.

When you are editing a tunnel, first use the joystick to position the cursor on the tunnel sector you wish to use. Press fire again and the sector will be moved onto the map at the position where the cursor was. Tunnels can be saved and reloaded at any time.

ZOIDSTAR

Millions of light years from earth lies the planet Zoidstar. Its rock and desert surface is scorched and barren. Its lifeless atmosphere hangs in a perpetual heat haze. For aeons this desolate planet has suffered from constant warfare.

Here strode an ancient race of galactic warlords...the ZOIDARIANS. Here stood the cities where they planned their conquests. Deep within the cities lay the mammoth construction plants that spawned their terrifying war machines...ZOIDS.

Possessed of devastating ZOIDS carried the warlords into battle. Nothing could stand against them. Planet after planet fell to their merciless onslaught, till their victory was absolute.

HEROIC COMBAT

Now the ZOIDARIANS turned on one another. Duels to the death satisfied their lust for battle, but this Heroic Combat threatened disaster for them. The ZOIDARIANS bore offspring rarely, their survival depending on their great life expectancy.

The escalating death toll of Heroic Combat would inevitably lead to their extinction.

So, androids were developed to pilot ZOIDS into battle. The duels continued but the survival of the ZOIDARIANS was secure. The androids became increasingly sophisticated, eventually taking over the design and construction of ever more terrible ZOIDS.

THE METEOR STORM

When the skies over Zoidstar burned in a blaze of colour the ancient warlords were unaware of the devastation to come. The ZOIDARIANS were doomed by the poison from the skies, within days only machines survived.

Alone now, the androids created ever more fearsome ZOIDS. Supplies of Zoidar power began to dwindle and ZOID turned on ZOID to obtain it.

THE BLUE MOON

The Zoidarians had kept a battleforce of ZOIDS on standby, in space. Caught in the meteor storm, the battleforce attempted to land on the Blue Moon, a frozen and inhospitable world.

Most of the battleforce survived, though their ships suffered terrible damage. The androids soon discovered that the icy cold was their worst enemy. ZOIDS had to be transformed from cold metal into boiling fluid machines. To survive they had to become... RED ZOIDS.

RED ZOIDS ATTACK

Forced to cooperate in the desperate struggle for survival, RED ZOIDS learnt to operate together. For the androids, the urge to combat was superseded by the need for conquest. The RED ZOID battle squadrons were made ready for return to Zoidstar.

BLUE ZOIDS, still locked in individual combat, were taken by surprise. City after city fell to RED ZOID IMPERIAL LEADER, REDHORN THE TERRIBLE, a mutant monster hell-bent on destruction. Blue Zoids were forced to unite. Their androids set to work to create a BLUE ZOID to challenge the mighty REDHORN. Their efforts culminated in building SUPREME BLUE ZOID COMBAT LEADER, ZOIDZILLA!

EARTHMAN

Into the maelstrom plunged an insignificant spacecraft. A BLUE ZOID patrol reached the wreckage first and the androids retrieved a humanoid pilot, still living.

The humanoid from another galaxy was repaired. Called EARTHMAN after his home planet, he quickly learned the ways of this new and terrifying world. EARTHMAN proved to be a fearless and cunning fighter, a quality not often found in androids.

A FATEFUL MISSION

Mindful of his future and indeed the prospects of his home world, should RED ZOIDS ever leave Zoidstar, Earthman proposed a desperate plan. He would land with Zoidzilla in the heart of the RED ZOID city complex, there to seek out and destroy in Heroic combat, REDHORN THE TERRIBLE.

LIVE THE GAME - BECOME THE MACHINE

YOU are EARTHMAN. Landing preparations complete, the descent begins. Suddenly, sensors pick up an unidentifiable object-presumed hostile-approaching your craft at speed. As you make your hurried escape you see your craft explode, dispersing ZOIDZILLA across the landscape.

RED ZOID patrols are sent out and recover the wreckage. As a precaution against the BLUE ZOIDS regaining the pieces of ZOIDZILLA and rebuilding him, they bury the pieces under 8 different city domes.

You manage to avoid the patrols and unload the TANK ZOID which you brought down in your escape pod. Now your task is even more perilous, you must first recover the pieces of the mighty ZOIDZILLA and rebuild him before taking on REDHORN THE TERRIBLE.

You climb into the command capsule of your ZOID and merge minds with the machine. Instantly you are as one. Your eyes are closed, your body motionless. Into your mind the ZOID projects its experiences. The battle begins...

SCREEN LAYOUT

YOUR HEARTBEAT

This reflects the state of urgency in the game.

ZOIDPULSE

This indicates the state of your ZOID, becoming weaker as it is damaged.

ICONS

The eight icons on this screen fall into three main groups.

A. INFORMATION ABOUT THE ENEMY

INFO BANK - This will animate when activated. Pictures of enemy objects and information about them are stored in your ZOID's memory banks and will be displayed for any object on the map that you select.

SENSORS - The icon also animates when activated. It relays supplementary information given by an assortment of sensors on the outside of your ZOID. For instance you will automatically receive warning of incoming missiles and you will be given a chance to intercept them (using sonic or heat flares, or jamming).

B. THE MODE ICONS

Activating any of these three puts your ZOID in particular mode. Only one of these may be activated at a time. You must then go to the map to select your target.

RAILGUN - This uses electro-magnetic pulse to propel high velocity metal projectiles at your target.

MISSILES - You fire conventional missiles which are more difficult to target than the railgun, but correspondingly more effective.

JAMMING - Scans the surrounding area for all objects giving off an electronic signal e.g. radio transmitters. You may then wish to try to jam the signal.

C. INFORMATION ABOUT THE ZOID SHIELDS

Assess your damage and set your shields to protect your most valuable systems.

STATUS - See how many of the eight pieces of ZOIDZILLA you have collected and review your rating.

MANIPULATE - Check what you are carrying and pick up or drop items.

THE MAP

The map gives a display of your immediate surroundings, (a tiny fraction of the overall terrain) marking on it enemy cities, mineral mines, power stations, and so on (all in yellow) and enemy ZOIDS (in red). The blue symbol approximately in the centre of the map represents your ZOID.

Moving the cross-hair over the map and pressing fire calls up the target-select window. This displays - in icon form - all objects of interest in the vicinity. Once again the blue symbol represents your ZOID. Pressing fire while the cross-hair is positioned over this icon transfers control to navigation mode (see below).

The result of selecting any other icon in the target-select window will depend on which of the mode icons are currently active, as follows:- (Info Bank can be active in conjunction with any of the modes and provides a picture and relevant information about the target).

I. RAILGUN

(N.B. This will time-out after a few seconds, to avoid over-heating). This consists of two windows.

A. TARGETING SYSTEM (left hand window)

The level indicator on the right displays the number of projectiles currently loaded into the magazine. Reloading is a continual but slow process. The level indicator on the left reflects the damage status of the target. The target is represented by a spinning diamond. Using the joystick, you must pull the target into the focussing beam (the square area in the centre of the display) when it will expand. When it turns red it is in range and can be hit. Press fire to launch a projectile. All targets possess electro-magnetic jamming devices of varying effectiveness, which they will use to deflect your focussing beam.

B. TARGET CLOSE UP (right hand window)

This gives a detailed close up of your target.

2. MISSILES

First load your missile with an appropriate amount of fuel using the arrow icon. Then activate the launch icon at the base of the window. A new set of windows will open.

The large window at the left displays long range views of the elevation (side view) and heading (plan view), of your missile. At the far left of the window are two gyroscopes together with close-ups of the side view and plan view of your missile which are highlighted in white when selected. Both the elevation and the heading can be changed by moving the joystick up or down. The trigger selects between these two, by holding it down, you control the missile's heading otherwise you control its elevation. Your missile is displayed as a white dot in the right hand section of the window and the target as a red pyramid.

To the right of this is a close-up of your target as in Railgun mode. Under attack this switches to a forward view from your missile. To control the missile's retros and avoid enemy flack move the joystick right or left.

3. JAMMING

(YOU MUST BE STATIONARY - SELECTING JAMMING WILL AUTOMATICALLY STOP YOUR MOVEMENT).

A window will pop up showing the target signal in the top half and your own output in the bottom half. Your aim is to produce a wave which precisely matches the target wave. First you need a carrier wave. Using the top icon will open up a small window with your available carrier waves displayed as icons. Make your selection. The wave will now be used as the basis for construction of your output wave.

Now use the middle icon to similarly select a variable wave. The combined signal of these two waves now forms your output wave.

Activating the bottom icon opens your variable-wave-adjustment window. From left to right, the top three icons can be used to vary the frequency, amplitude and phase of the variable wave. Activating one of these opens a small window with a meter display of the current value of the chosen icon. Use the arrow icons to change the value as desired. Your output wave is continually updated to show the effect of any changes. When you think you have matched your output wave with the target wave, activate the transmit icon at the bottom of the window. The resulting signal is now displayed where the target ave used to be. If you succeed in completely matching the target wave and jamming the signal the display will show a straight line. You can leave this mode and keep jamming, so long as you don't move your ZOID (jammed missiles will however, immediately explode.)

NAVIGATION MODE AND MOVEMENT

In this mode the map is shown as grey on black and is overlaid by a yellow, gridded display giving an approximate version of the routes available to you, and any bridges on the routes.

When you first enter this mode the direction indicator will be a small white square, if you press fire now, you will drop out of this mode with your zoid stationary.

Move the joystick in the direction you wish to travel, if there is an available route the direction indicator changes to a white arrow pointing the same way. Press fire.

You will now drop out of a navigation mode and your ZOID will automatically travel in the direction you have chosen. Your ZOID's navigation system will independently steer around outcrops, craters and so on. The ZOID will carry on moving until it comes to a junction, when you must redirect it.

SHIELDS

You control an octagonal system of shields. Each of the eight plates (the colour bars on the outside of the Octagon) protects one of the ZOID's vital functions as represented by the eight segments. As your zoid incurs damage these plates are progressively weakened making certain systems vulnerable to damage. The shields are colour coded from purple through the blue and red scales to dark red (minimum strength).

You can rotate the plates by using the arrow icon in the centre in order to best protect your most important systems. Heavily damaged systems will flash. All systems will automatically repair (slowly) if they aren't too badly damaged. When a system is completely knocked-out the appropriate icon on the main screen will go dead.

MANIPULATE

This icon will flash when you have found something. Activate it to pick up the objects. You can also drop objects, eg. surveillance mines which come complete with on board computer, camera and a radio transmitter. (When a ZOID comes in range of a mine a window will pop up displaying the section of map where the mine was left, the mine's ID and a picture of the ZOID. You can then choose whether or not to detonate).

CITY NETWORKS

There are eight networks each containing several cities, a raw material mine, a power station, radio transmitters and so on. The city domes contain the mas-

sive construction plants within which the androids make new RED ZOIDS. The dome is a powerful force-field which protects the city from attack. The mine provides the raw materials for RED ZOID production.

The power plant provides the Zoidar power necessary to maintain the protective force fields over each city in its network. It has no protective force field itself, but if attacked, it switches its power supply to an impenetrable Deflector Shield. This has the dangerous effect of temporarily draining power from the city shields.

Radio transmitters are used for communication between cities.

ENEMY RED ZOIDS IN ASCENDING ORDER OF POWER

A. MANUFACTURED BY FULLY FUNCTIONING CITIES

1. HELLRUNNER

Fast messenger and reconnaissance ZOID with single, powerful cannon.

2. SLITHER

Transport ZOID carrying supplies to the cities. Slow mover but heavily armoured and with concealed gun.

3. SPINEBACK

Fierce combatant. Protects cities and attacks player when alerted.

B. IRREPLACEABLE

4. SERPENT

Nimble POWER-ZOID. Rare and highly dangerous.

5. REDHORN

Leader of enemy RED ZOIDS. Hugely powerful and equally calculating.

BLUE ZOIDS IN ASCENDING ORDER OF POWER

I. SPIDERZOID

The most deadly of the original ZOIDS because of its great speed.

2. SCORPOZOID

Heavily armoured fighting machine. Usual in rear-guard.

3. TROOPERZOID

Heavily armoured ground attack machine. The front runner in any ZOID conflict.

4. TANK

A four-wheel-drive gun carrier.

5. GREAT GORGON

A huge heavy attack ZOID.

6. MIGHTY ZOIDILLA

Supreme ZOID combat leader. The most menacing ZOID ever created.

CONTROL

Free-roaming cross-hair. Entire game played on joystick except pause/restart game functions. The joystick controls the neuro-empathic reflex arc which links you to your ZOID.

To activate any icon, move the cross-hair over it and press fire.

To close any window except those used in the attack modes, move the cross-hair out of the window.

KEYS

Press **M** to toggle between music and sound effects

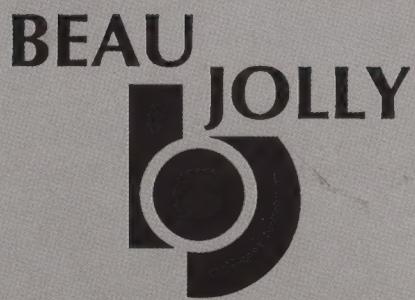
Press **P** to pause, **SPACE** to restart

Press **RESTORE** to abort a game

GAME CLIMAX

Should you succeed in rebuilding ZOIDZILLA you can then set about defeating REDHORN THE TERRIBLE. Progress towards this will prove increasingly difficult as the shrewd and vicious RED ZOIDS work ever harder to defeat you. But do not be afraid to try....

LIVE THE GAME, BECOME THE MACHINE . . .



BEAU JOLLY LTD
29A BELL STREET, REIGATE, SURREY, RH2 7AD, UNITED KINGDOM